

BROTHERS ★ IN ARMS ★ ★ IN ARMS ★ EARNED IN BLOOD



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PRIMA OFFICIAL GAME GUIDE

Michael Knight



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Product Manager: Damien Waples

Editor: Christy Seifert, Alaina Yee

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This book is dedicated to the men and women of the United States armed forces, past, present, and future. They are truly "brothers in arms" who sacrifice, along with their families, for all of us. The price of freedom is the blood of patriots.

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★ COMBAT TACTICS ★



While you may have played a first-person shooter game before, this game is quite a bit different. Normandy in June of 1944 was a very dangerous place. You must know what you are doing before you set one foot on French soil. Otherwise, your role in Operation Overlord will be mighty

short. This is a tactical shooter. It takes more than just a steady hand and a trigger finger—it takes brains, so don't forget to wear your helmet. U.S. paratroopers during World War II were an elite fighting force. They had to drop behind enemy lines without heavy weapons and were often scattered into small groups once they landed. This chapter will help you gain the knowledge you need to succeed.

CONTROLLING YOUR CHARACTER

During the story missions, you play as Corporal Joe Hartsock. Depending on what platform you are using, the controls vary; however, the basics are the same.

Movement



Get used to walking since that is how you get around.

After jumping out of their airplane, paratroopers are usually on foot—and you will be on foot throughout the game. You can walk forward and backward, and strafe to the left and right. Strafing is moving sideways while facing the same direction. This is useful for when you are firing at an enemy or want to keep one in your sights but need to move into cover. You can also jump. This is just a short controlled jump for getting over small logs or other obstacles that are not very high.

Crouching

One of the most important moves is crouching. While crouched down, you can't move as fast, but crouching has many advantages. First, since you are lower to the ground, you form a smaller target, making it more difficult for the enemy to hit you. A lot of places during missions provide low cover. While standing you can shoot over it, but when crouched you can't be hit by enemy fire. Crouching also provides a more stable firing posture; you are more accurate while crouched. Don't forget: by crouching and moving behind cover, you can sneak around the battlefield—not only avoiding enemy fire, but also getting to places without the enemy detecting you.

NAVIGATION



This is your compass.

Besides knowing how to get around the battlefield, it is important that you know where to go so you don't get lost. To help you keep your bearings, a compass appears in the screen's lower-left corner. The top of the compass shows which direction you are facing. A yellow triangle points in the direction of your objective. A yellow line extends from the triangle, wrapping around the compass, as you approach your objective. When you are at your objective, the line completely encircles the compass. When you have teams under your command, icons on the compass show where they are located relative to you.

Weapons

Rounds

In combat you need a weapon. You can carry two different weapons at one time and can switch between them with the press of a button. Keep track of the number of rounds in the weapon and the number of clips. As a general rule, reload your weapon if it is low and you are expecting to engage the enemy. There is nothing worse than sneaking up on enemies to flank them and then having only one round in your weapon. It ruins the whole maneuver.



Players wield several different weapons during the missions.

If you get low on clips for your weapon during the story missions, get them from other American soldiers. Just walk up to a fellow paratrooper and press the appropriate button. This does not work during skirmishes or multiplayer games. You can also pick up weapons dropped by enemies or other paratroopers. Since you can only have two at a time, when you pick up another weapon while you already have two, you drop the weapon you are currently holding. So to replace the weapon you are not holding, switch to it before picking up the weapon on the ground. You can't get ammo for enemy weapons from paratroopers. However, whenever you walk over a dropped enemy weapon of the same type, you automatically pick up the ammo if you are not carrying the maximum number of clips for that weapon.

Shooting

In contrast to the impression given in action movies, firing from the hip is not very accurate. During the game, you normally carry your weapon at chest level. By default, no reticule or crosshairs appear on the screen—just like in real life. You can turn on the crosshairs feature in the Options menu; however, even if you have the crosshairs lined up on a target, you still have a low level of accuracy. When you fire a weapon, take the time to raise the sight to your eye so you can aim. This is referred to as zooming the weapons view. For most weapons, you use the iron sight, although a few weapons have scopes for magnified views. Using the sight limits your field of view since the weapon is up by your face. Some weapons, such as the panzerfaust, block nearly your entire view. Just using your sight raises your accuracy, and you are more likely to hit your target. While you have your weapon raised, you move slower. Therefore, while moving about the battlefield, keep your weapon down. Then raise it when you need to fire. Some practice might be necessary, but using weapons' sights will make you a much better soldier.

FATIGUE

You don't have a meter showing your fatigue level, but this factor is important to the game. The more fatigued you are, the lower your accuracy. Fatigue occurs when you move. Walking is more fatiguing than moving while crouched. Also, the heavier the weapon you are currently carrying, the more fatigued you will become. Therefore, if you are moving around a lot, a more accurate and heavier weapon may not be as accurate when you fire it as a lighter weapon that causes less fatigue. You will notice how fatigued you are when looking through your weapon's sight. The more tired you are, the more it will bob up and down as well as left and right.

Melee Attacks

Your weapon can also be used for a melee attack, whether you have ammo or not; you physically hit an enemy with your weapon. It usually takes only a single smack to put an enemy down. When

you assault an enemy position, use melee attacks since they are assured to hit as long as you are facing the enemy and close enough to hit him. Don't waste time firing because the enemy will strike you with a melee attack if he's close enough.

THE GERMAN PANZERFAUST

The German panzerfaust is a disposable, one-shot anti-tank weapon. It is your only means of knocking out a German tank. While you never start a mission with one, there will always be a crate of them somewhere if you are facing tanks. You can only carry one at a time, and it takes up one of your two weapon slots. After firing a panzerfaust, you automatically discard the tube, freeing up a slot for another panzerfaust or other weapon.

Machine Guns

Machine guns are large weapons that are not easily carried about the battlefield. Instead, they are positioned or mounted on a vehicle or in a defensive position. In most battles, you will be attacking enemy machine-gun nests.

However, once you have eliminated the gunners, you can use the machine gun. Just walk up to the machine gun

and press the appropriate button. As with personal weapons, use the machine gun's sight for greater accuracy. When you are around American tanks, you can also use their machine guns. This is discussed in more detail later in this chapter.



Machine guns are great for defending a position or for suppressing the enemy prior to an attack.

Grenades

One of the toughest weapons to master is the grenade. With a little practice, though, you can throw grenades just where you want them. You always throw a grenade with the same strength. It does not matter how long you hold down the button. What determines how far your grenade travels is the angle at which you throw it. To throw a grenade over a wall or sandbags, lob it. For maximum distance, throw a grenade at a 45-degree angle above the horizon. In most cases, this is too far. Lowering the angle may keep the grenade from clearing an obstacle. Therefore, throw it higher, such as at a 60- to 79-degree angle. This will let it clear the obstacle.

Grenades have a timed fuse that ignites as soon as you release it, so a grenade always detonates at a set time. The higher you throw a grenade, the longer it is in the air. At high angles, the grenade will detonate in the air. Or at low angles,

the grenade may bounce around on the ground. Even if it does not detonate and immediately kill the enemies near where it lands, it may cause them to move out of cover and give you and your teams a good shot.

Grenades are limited. What you begin with is all you have. Fellow paratroopers cannot resupply your grenades. Remember: the more you practice with grenades, the more deadly you will be. In addition to grenades, you carry explosives and smoke grenades, but these can't be used on enemies. They are only for objectives or for blowing up enemy anti-tank and anti-aircraft guns as well as hedgerows.

COMMANDING TEAMS



You can't get through the missions all by yourself. You have to depend on your squad.

You do not fight alone; Hartsock is given command of a squad due to casualties. Therefore, he will lead one or two teams into battle. There are three types of teams you can be assigned—assault, fire, and tank. Assault teams carry more submachine guns and light weapons as well as more grenades, making them better for flanking or assaulting enemies.

Fire teams, also referred to as bases of fire, carry heavier rifles and machine guns. Their job is to lay down a lot of firepower on an enemy position. Since their weapons are heavier, fire teams will become more fatigued after moving than assault teams. On occasion, you will be assigned a tank as part of your command. Although they're bigger and have more firepower, you can give the same orders to a tank that you can to your other teams.

Giving Orders

One of the unique features in this game is the squad command system. In addition to yourself, you can have up to six other soldiers under your command. These troops are divided into teams. There are five main orders you can give to your teams. Before giving an order, make sure you have the correct team selected. The currently selected team's icon on your compass is outlined in yellow. The first two orders are general, while the three other orders are position- or target-sensitive. Let's take a look at how you get your squads to do what you need them to do.

Fall In

"Fall in" orders the selected team to follow you. When you stop, they take up positions around you. This is the main order for moving your squad around the battlefield prior to engaging the enemy. Remember to give this order if you are moving to another location. Your squads will stay put until you order them to follow you.

Fall Out

At times, you may want to scout ahead of your squad or perform a dangerous attack and want them to stay back. "Fall out" orders your squad to stay put. Your men automatically move to positions of cover so they have some protection from enemy fire.

Move

This orders the selected team to move to a location you specify with a blue command ring that appears on the screen. Move the ring to the location where you want the team to move and give the order. The team will move to that position and seek cover if available.



The blue marker shows where you want the selected team to move.

Attack

If you place the command ring over an enemy unit, it changes from a blue move ring to a red targeting icon. This orders the selected team to begin firing on the designated enemy unit. Your men automatically return fire at enemies in their field of view, but the "attack" order causes them to focus on a specific enemy unit. They continue to attack that unit until you give them a new order, or the targeted enemy unit is dead or moves out of view or range.



While holding down the orders button, aim at an enemy, or even the enemy's suppression indicator, to order a team to attack. You can even give this order while hiding behind cover so that you can't even see the enemies. Just aim in their direction until the command ring becomes a targeting icon.

TIP

When you give a team a move order, you can also then immediately give an attack order. This is very beneficial when you are under fire because the team will then fire at the targeted enemy as they move, then continue to fire once they reach their position. The attack order does not cancel the movement order.

Assault

At times you want your troops to rush at the enemy and engage with grenades and melee combat. This is called assaulting the enemy and should be used only when you are unable to flank the enemy and the enemy is being suppressed. Assaulting is a dangerous tactic and can result in members of the team being wounded or even killed. However, at times, that is the only way to eliminate an enemy.

SITUATIONAL AWARENESS



Situational awareness lets you see where your allies and enemies are located, as well as the surrounding terrain.

continues, so make sure you are in a safe spot before calling it up or you may be dead before you return to the game view.

Within the situational-awareness view, you get an elevated view of the battlefield. You can see the locations of yourself, your teams, Allied units, the objective, and detected enemy units. By using this view, you can see the terrain where the enemies are and if there is cover you can use to flank them. Try zooming in on units and rotating the view to see where there are weaknesses you can exploit. While you can't give commands to your teams in this view, you can see how they are doing and monitor their health.

One of the most important attributes a leader can have is the ability to remain aware of the situation on the battlefield. To help simulate this ability, this game includes the situational-awareness view. This can be called up at any time during a game. For story missions, it pauses the game; however, for skirmish and multiplayer missions, the game

ATTACKING THE ENEMY

You can't snipe or charge your way through the missions. Instead, you must use tactics—the same tactics the paratroopers used. During WWII, the U.S. Army was faced with creating a huge military out of civilians in a short amount of time. Instead of training their officers in a multitude of tactics to use for different situations, the army developed a single tactic that could be used in most situations, from a squad-level engagement to even division- or army-level battles—the holding attack. This tactic could be taught to all officers and enlisted men, allowing a unit to continue to fight on even if it had suffered leadership casualties. The key to remembering the steps of this tactic are the four Fs—Find, Fix, Flank, and Finish.

Find

Before you can engage foes, you must find them. There are several ways to do this. First, you can see them on the battlefield. The suppression indicators that appear above enemy units also make it very easy to find enemies—especially during dark missions. Just look for the red circle and you know there is an enemy there. Another way is through the use of the situational-awareness view. When you activate this view, you can cycle not only through your forces, but also through all detected enemies. You can even zoom in on them to see what kind of cover they may have and if there is any terrain nearby that might be beneficial to you. The final way to find the enemy, and not one we recommend, is when bullets start flying in your direction. As a general rule, try to find your adversaries before they find you.

Fix

Once you find the enemy, set up a base of fire to fix your opponents in a position to prevent them from maneuvering against you and also to prevent them from effectively attacking you. The way to do this is to shoot from behind cover. While you can do this, it is usually better to use one of your teams. The fire team is designed for this type of action. While an enemy is under fire, it becomes suppressed. As a result, it can't function as effectively as if it were not under fire.



Use your teams to fix the enemy.

Flank



It is easier to kill enemies when you flank them.

Once an enemy group is suppressed or "fixed," then flank them. A flank is a military term for the side or rear of a unit's position. Since most of your enemies hide behind cover, or terrain you can't shoot through, and have cover to their front, there is always at least one side of their position that lacks cover. Your job is to find that side

and maneuver either a team or yourself into a position so that you can fire from the direction for which they have no cover. This is referred to as flanking. If possible, find a position that provides cover for you and your team so you can attack while being protected from return fire.

Finish

The final F is for finish! Once you have a flanking position against your enemy, finish them off. Without protection, the enemy is easily taken out. However, if you are attacking a group of two or more enemy soldiers, be careful since they may get off a few lucky shots in return before you can kill them all. Your assault team is designed for flanking enemies and then finishing them off.

SUPPRESSION



The suppression indicators let you know the status of an enemy unit.

During combat, you do not have to hit the enemies to make them stop shooting or reduce their effectiveness. When someone is shot at, the natural tendency is to duck or hide. This is modeled through suppression. When you first detect enemies, a red circle appears over their position. This suppression indicator shows the status of the enemy

unit. When it is red, or has any red at all in the circle, the unit is unsuppressed. They can fire and attack you and your troops normally. When the circle is completely gray, the unit is suppressed. Soldiers are ducking down and trying not to get hit.

Suppressed units can still fire, but they do so less frequently and their accuracy is reduced. It is important to note that a unit is either suppressed or unsuppressed. There is no middle ground. If the circle is only half red, enemies are not half suppressed—they are still unsuppressed and dangerous. Units become unsuppressed over time if they are not receiving any fire. The gray circle shows a darker gray as a timer for when the unit becomes unsuppressed. The more experienced the unit, the quicker it recovers from suppression.

When enemies are behind cover, it is difficult to hit them. However, they can be suppressed so you can move around to hit them from a different direction without taking a lot of fire. Your teams are great for suppressing enemy units, and in most cases, where the enemy is behind cover, that is the main result of attack orders. Remember that you can't suppress machine-gun nests or tanks—so don't waste your time.

ARMOR

Although you play as a paratrooper, which is considered light infantry, you also have to operate around armored vehicles. At times, a tank is assigned to your squad, and during some missions you fight against German tanks. Tanks are powerful weapons, but they are also vulnerable—even to a single soldier. It is important to know not only how to take care of your own tanks, but also how to kill the enemy's.

Using Armor

During several missions, you have a tank assigned to your squad. It replaces one of your teams and can be given orders just like a team. Tanks are impervious to small arms and machine-gun fire, making them great for using as movable cover for your squad. The main gun and machine gun are fired by the crew that automatically comes with the tank, but you can also climb up onto a tank and man a machine gun yourself. This allows you to attack enemies in front of the tank. While you are on top of the



You can climb up on your tanks and use their machine guns.

tank, you are exposed, so don't ride on a tank if there are unsuppressed enemies around.

Tanks are best for long-range firepower and great for taking out machine-gun positions. You can even use them to assault enemies. However, you have to take care of your tank or the enemy can knock it out. Always check for anti-tank guns, infantry with panzerfausts, and even enemy tanks before sending a tank out to fight. The situational-awareness view is handy for scouting out threats. While anti-tank guns are easy to see in this view, you have to zoom in on infantry to see if any of them are holding a panzerfaust. Then use your team to take out these threats—or do it yourself—before advancing your tank.

Fighting Against Armor

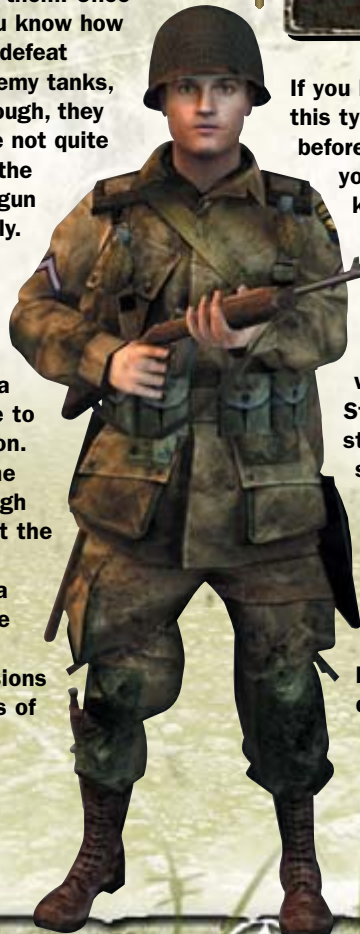


Nothing is quite as satisfying as destroying an enemy tank.

as scary as before. Enemy tanks fire only in the direction their turret is pointing. If the main gun is pointed in your direction, take cover quickly. This also means that you can stay safe from a tank by walking around it. You can usually walk faster than it can rotate.

Destroying an enemy tank is also fairly easy once you learn the tricks. If you have a grenade and the tank's hatch is open, move to the rear of the tank and press the use button. Your character automatically climbs onto the back of the tank and drops a grenade through the hatch, killing the crew and knocking out the tank for the duration of the mission. Unfortunately, in this game, you rarely find a tank with its hatch open while you are close enough to get in behind it. Therefore, you have to use some heavier firepower. In missions where there are tanks, there are also crates of

Some of the toughest opponents you face are enemy tanks. The weapons you normally carry can't stop these monsters. They have enough firepower to wipe out your squad in a matter of seconds if you let them. Once you know how to defeat enemy tanks, though, they are not quite



panzerfausts. These are disposable anti-tank weapons. After one shot, they are discarded. You have to drop one of your weapons to pick one up if you are already carrying two weapons.

Once you have a panzerfaust, you are ready for tank hunting. The panzerfaust will damage the tank from any angle. However, try to avoid attacking from the tank's front. Not only is its armor thickest there, it is also the part of the tank that shoots at you. It takes four hits to the front to destroy a tank with a panzerfaust. However, if you can get in behind the tank, it only takes two hits. Side hits can vary in damage depending on where you hit—but they still cause more damage than hits to the front. Since you have to do a lot of maneuvering to take out a tank, clear out enemy infantry in the area before going after the tank, or at least find cover behind which you can move around.

The final way to take out a tank is with a tank of your own. German tanks were often more heavily armored and armed than American tanks. So don't order your tank to go toe-to-toe with its German counterpart. Instead, position your tank so that it can attack the German tank from the rear or side and then move behind cover, such as a building, before the German tank can turn and return fire. Or use your tank to focus the enemy tank's attention while you hit it from behind with a panzerfaust.

KEEP AT IT!

If you have not played this type of game before, you may find yourself getting killed quite often.

Don't let it get you down. As you learn the game's nuances, you will get better. Start off with the story missions since they get progressively more difficult as you advance and also serve as training. The skirmish missions are designed to be challenging, so they take some practice as well. The key is to learn from your mistakes. For example, when you charge an enemy position and get ready to flank—only to discover you have only one bullet left in the clip—you tend to learn quickly to check your ammo before attacking.



Just think of the stories you can tell once you complete this game.

★ U.S. ARMORY ★

As a paratrooper, you have access to a variety of the same weapons that actual troops in WWII used. These weapons have been modeled as accurately as possible for the game, further enhancing the realistically simulated experience of combat during this war. Each weapon has its own strengths and weaknesses. While you can use whichever weapon you want, choosing the right weapon for the situation at hand helps make you a more effective soldier. This chapter also includes information on the tanks that can be attached to your squad.

INFANTRY WEAPONS

— M1911 Semi-automatic Pistol —



This semi-automatic weapon, with a seven-round magazine, has an effective range of 80 feet. It has been the standard sidearm of choice with Allied soldiers since the early 1900s.

Caliber/cartridge	.45 cal. x 23 mm
Length of barrel	128 mm
Muzzle velocity	252 m/s
Weight	1.36 kg
Max clips/magazines carried	5
Rounds per clip/magazine	7
Total ammo	35
Rate of fire	Variable
Accuracy	Very low
Hits for a kill	3-6

Historical Note

During WWII, most European armies issued handguns only to officers, as a badge of rank. The U.S. Army, on the other hand, considered handguns a valuable weapon not only for officers, but also for enlisted men who would not have a rifle, such as crew for artillery, drivers, tankers, etc. Though unauthorized, paratroopers and infantry soldiers carried handguns they brought with them or received from home as a weapon of last resort and for peace of mind. While hiding in a foxhole, if an enemy jumps in with you, a pistol is a lot more useful than a much longer rifle.

— M1 Garand Semi-automatic Rifle —



The standard weapon of the U.S. infantry soldier, the M1 Garand is effective at up to 1,300 feet. It is a self-loading shoulder weapon with a clip capacity of eight .30-caliber (7.62 mm) rifle cartridges.

Caliber/cartridge	7.62 x 63 mm
Length of barrel	610 mm
Muzzle velocity	855 m/s
Weight	4.32 kg
Max clips/magazines carried	8
Rounds per clip/magazine	11
Total ammo	88
Rate of fire	Variable
Accuracy	Very high
Hits for a kill	1-3

Historical Note

During the course of WWII, over four million M1 rifles were produced. Their semi-automatic rate of fire allowed a U.S. soldier to put out a lot more firepower than an enemy with a bolt-action rifle.

— M1 Carbine Semi-automatic Rifle —



Smaller and lighter than the M1 Garand, the M1 Carbine has twice the capacity of a .45 and is accurate at distances of 600 feet. This .30-caliber (7.62 mm) shoulder weapon is effective for medium-range light infantry.

Caliber/cartridge	7.62 x 63 mm
Length of barrel	458 mm
Muzzle velocity	600 m/s
Weight	2.36 kg
Max clips/magazines carried	5
Rounds per clip/magazine	15
Total ammo	75
Rate of fire	Variable
Accuracy	Very high
Hits for a kill	2-4

Historical Note

The M1 Carbine was manufactured in greater numbers than any other American military firearm. Over six million were produced during WWII alone. The lighter rifle was developed in response to German blitzkrieg tactics that illustrated that rear echelon troops needed an effective weapon for engaging the enemy with little or no warning.

M1903 Bolt-Action Rifle



A bolt-action magazine rifle that can be individually loaded with five .30-caliber (7.62 mm) rounds, this was the standard U.S. rifle until 1936. This scope-mounted version is primarily used by snipers with deadly accuracy.

Caliber/cartridge	7.62 x 63 mm
Length of barrel	610 mm
Muzzle velocity	855 m/s
Weight	4.1 kg
Rounds per clip/magazine	5
Rate of fire	Variable
Accuracy	Very high
Hits for a kill	1

Historical Note

The M1903 rifle was the primary weapon for the U.S. Army during WWI and continued in service after the introduction of the M1 Garand as a weapon for snipers.

M1A1 Submachine Gun



Popularly called the Tommy Gun, this fully automatic weapon fires 600–700 .45-caliber rounds per minute from a 20-round magazine. It is mainly used at close range. Soldiers carry magazine pouches with three magazines.

Caliber/cartridge	.45 x 23 mm
Length of barrel	267 mm
Muzzle velocity	280 m/s
Weight	4.9 kg
Max clips/magazines carried	7
Rounds per clip/magazine	20
Total ammo	140
Rate of fire	659 rounds per minute
Accuracy	Low
Hits for a kill	3-4

Historical Note

The Thompson was originally designed as a "trench broom" in response to the type of warfare that dominated WWI. Troops could use this small machine gun to "sweep" a trench clear of enemies.



M1918 Browning Automatic Rifle (BAR)



Effective at up to 1,800 feet, the BAR is fired from the shoulder or hip in bursts for accuracy. This heavy infantry weapon fires up to 400 .30-caliber (7.62 mm) rounds per minute and requires specialized training to use.

Caliber/cartridge	7.62 x 23 mm
Length of barrel	610 mm
Muzzle velocity	808 m/s
Weight	8.8 kg
Max clips/magazines carried	12
Rounds per clip/magazine	20
Total ammo	240
Rate of fire	400 rounds per minute
Accuracy	Medium
Hits for a kill	2-3

Historical Note

According to U.S. Army tactics during WWII, each infantry squad was to have one BAR, which was referred to as the "squad's base of fire." However, if a squad could, it would try to get an additional BAR for increased firepower.

M3A1 Submachine Gun



Referred to as the "grease gun," this weapon could be manufactured more quickly than the Thompson, which was in short supply. The grease gun can fire 300 .45-caliber rounds per minute and has a capacity of 30 rounds and effective range of about 160 feet.

Caliber/cartridge	.45 x 23 mm
Length of barrel	203 mm
Muzzle velocity	280 m/s
Weight	4.65 kg
Max clips/magazines carried	7
Rounds per clip/magazine	30
Total ammo	210
Rate of fire	450 rounds per minute
Accuracy	Low
Hits for a kill	3-4

Historical Note

Rangers, paratroopers, and tank crewmen were some of the first troops issued the M3A1. In fact, this weapon's first main use in combat was by the 82nd and 101st Airborne divisions in the early morning hours of D-Day.

A1 Mark II Fragmentation Grenade



With a killing radius of 15–30 feet, the "pineapple" contains an explosive charge designed to break the metal body into fragments upon detonation, which occurs four seconds after safety pin removal. They are often thrown less than 100 feet.

Historical Note

This grenade's body was cast iron. The serrations that gave the grenade its pineapple appearance were designed to create about 1,000 lethal fragments. While the grenade could be thrown about 100 feet, fragments could be dangerous up to 150 feet. Therefore, troops were trained to duck until their grenade detonated.

Explosives

During missions, you may be required to blow up enemy gun emplacements, bridges, and even hedgerows. You carry an unlimited number of explosives. To use them, just walk up to the object to be destroyed and press the use button. A timer appears in the upper-left corner of the screen showing you how much time you have until detonation.

TANKS

M5A1 Stuart Light Tank



The M5A1 was the U.S. Army's standard light tank. Its 37mm main gun was of little value against German tanks in Normandy, unless a Stuart could get a lucky shot at the lighter rear armor. As a result, this tank is best used for infantry support.

Weight	15 tons
Length	4.33 m
Width	2.24 m
Height	2.29 m
Armor	12-67 mm
Maximum Speed	64 kph (40 mph)
Armament	37mm main gun 2 .30-caliber machine guns

M4A3 Sherman Medium Tank



The Sherman was the main tank for the U.S. military during WWII. Nearly 50,000 were built. Unlike most European tanks, which ran on diesel, the Sherman used gasoline. Since this fuel is more combustible than diesel, the Sherman had a tendency to catch on fire when hit, earning it the nickname "Zippo" after the popular brand of lighter.

Weight	30 tons
Length	5.9 m
Width	2.6 m
Height	2.74 m
Armor	25-50 mm
Maximum Speed	39 kph (24 mph)
Armament	75mm main gun 3 .30-caliber (7.62mm) machine guns

M10 Wolverine



In response to the heavier German tanks, the U.S. Army developed tank destroyers early in the war. Since their main purpose was to take out enemy tanks, they were armed with larger guns and had lighter armor than medium tanks since speed was to be their best defense. The M10 Wolverine has a three-inch modified anti-aircraft gun as its main weapon and features an open-topped turret for increased visibility. As a result, it was very vulnerable to infantry.

Weight	25 tons
Maximum Speed	40 kph (25 mph)
Armament	76mm (3 in.) main gun .50-caliber (12.7mm) machine gun

★ GERMAN ARMORY ★

During missions, you can always pick up German weapons. This is a good practice during the U.S. skirmish missions, since you can't get more ammo from your teammates like you can during the story missions. While playing the German skirmish missions, or as the Germans for multiplayer missions, you will of course be using these weapons initially.

INFANTRY WEAPONS

Walther P38 Semi-automatic Pistol



Considered one of the finest pistols ever put into service, the P38 served as the primary service weapon of the German Army for the duration of WWII.

Caliber/cartridge	9 x 19 mm
Length of barrel	123 mm
Muzzle velocity	350 m/s
Weight	.96 kg
Max clips/magazines carried	5
Rounds per clip/magazine	8
Total ammo	40
Rate of fire	Variable
Accuracy	Very low
Hits for a kill	3-6

Historical Note

Incorporating such features as a hand-cocked hammer and improved safeties, the P38 provided the German Army with a reliable replacement for the complicated P08 Luger. With its simple action and design the P38 was easy to manufacture and maintain and was highly regarded by to the soldiers who relied on it.

— Mauser K98 Bolt-Action Rifle —



The Karabiner 98 was the primary infantry weapon for the German Army throughout WWII. The action was a proven design first introduced in 1898. This weapon provided the German infantryman with a reliable weapon with excellent accuracy out to 800 meters.

Caliber/cartridge	7.92 x 57 mm
Length of barrel	600 mm
Muzzle velocity	745 m/s
Weight	3.9 kg
Max clips/magazines carried	11
Rounds per clip/magazine	5
Total ammo	55
Rate of fire	Variable (40 rounds per minute max)
Accuracy	Very high
Hits for a kill	1-3 (1 for sniper rifle)

Historical Note

An enormous number of extras were evolved to enable additional capabilities, including grenade-launching devices, folding butts, and periscopes. Weapons that tested to be extremely accurate from the factory were equipped with scopes and used as sniper rifles. The K98 remained in production until the end of the war.

MP40



The MP40 became the first submachine gun to play a major role in a first-grade army. A 32-round box magazine inserted below the receiver fed the ammunition.

Caliber/cartridge	9 x 19 mm
Length of barrel	251 mm
Muzzle velocity	365 m/s
Weight	4.03 kg
Max clips/magazines carried	7
Rounds per clip/magazine	32
Total ammo	224
Rate of fire	500 rounds per minute
Accuracy	Very low
Hits for a kill	3-6

Historical Note

Germany had begun to develop tactics that called for mobile infantry with plenty of automatic firepower—and the submachine gun was easy for untrained men to learn to use. In 1938, the Oberkommando der Wehrmacht (Wehrmacht High Command, OKW) issued a specification for a submachine gun suited to mobile warfare. The Germans chose an automatic-fire-only design. In a nod to the future, the MP40 eschewed wood in favor of plastic and employed a folding metal butt. It retained the blow-back mechanism and telescopic bolt assembly. Below the barrel, a lug prevented the weapon from inadvertently moving inboard while firing from the gun port of an armored vehicle.

STG44



The Sturmgewehr 44 (assault rifle) was the first weapon produced to fit the combat needs of the modern battlefield and is considered the grandfather of the modern assault rifle. Firing a rifle-caliber bullet with a midrange cartridge, the STG44 was accurate out to 600 meters and capable of fast, accurate fire like the MP40.

Caliber/cartridge	7.92 x 33 mm
Length of barrel	419 mm
Muzzle velocity	650 m/s
Weight	5.22 kg
Max clips/magazines carried	7
Rounds per clip/magazine	30
Total ammo	210
Rate of fire	500 rounds per minute
Accuracy	Medium
Hits for a kill	3-4

TIP

As an American paratrooper, pick up one of these assault rifles as soon as you can from a dead German.

Historical Note

German evaluations of combat in WWI and the beginning of WWII determined infantry engagements were occurring at ranges where they were often decided by the amount of firepower that could be brought to bear. The MP40 proved a success for close and short-range combat but was ineffective at intermediate range and lacked the killing power of a rifle. A solution was sought by taking the best aspects of a rifle and the best aspects of a submachine gun and combining them into a new type of weapon. Its introduction to the eastern front in 1944 was an unqualified success, and these weapons were highly sought after by all combatants.

FG42



A remarkable weapon, the FG42 gave German paratroopers (fallschirmjäger) the firepower of a full automatic weapon in a form only slightly larger than a conventional bolt-action rifle. This weapon is available in the game with either a standard sight or a scope. The scoped version acts like a sniper rifle.

FG42 (cont'd)



Caliber/cartridge	7.92 x 57 mm
Length of barrel	502 mm
Muzzle velocity	761 m/s
Weight	4.53 kg
Max clips/magazines carried	7
Rounds per clip/magazine	20
Total ammo	140
Rate of fire	600 rounds per minute
Accuracy	Medium (High for scope version)
Hits for a kill	3-4

Historical Note

The FG42 provided selective fire for the operator, including automatic and single-shot capability, and incorporated a surprising number of features to fit the roles it was designed for. Overall, the FG42 was a rather complex weapon and required a complex manufacturing process. As a result very few were produced, and there were issues that were never truly ironed out before the end of the war. However the highly advanced design incorporated many of the features of today's modern assault rifles, and it is this legacy that measures the impact of the FG42 on future weapon development.

Panzerfaust



The panzerfaust ("tank fist") was designed to give infantry an effective, soldier-portable anti-tank weapon. Cheap and simple, the panzerfaust was nothing more than a large, shaped-charge grenade launcher. The model number was nothing more than the

range of the weapon, and the first variant to enter service, the panzerfaust 30, had a very limited

range of only 30 meters. The bulk of the propellant was in the tube, and successive versions of the weapon extended range by increasing the amount of propellant. The firing system was designed to reduce recoil, and the firer had to be careful of the back blast area, limiting the weapon's use to open areas because confined spaces would be dangerous to the user. Sighting was done via an aperture on a flip-up leaf sight that was lined up with a post on the head of the weapon. Once the warhead left the tube, four fins snapped out to stabilize its flight. The weapon was respected and feared by Allied tankers. Capable of penetrating up to 200 mm (7.87 in.) of armor, the panzerfaust 60 could rip through the armor on any Allied tank.

TIP

This German weapon is the Americans' main source of anti-tank firepower during the story missions. They can be found in crates located on the map.

Grenade



The German hand grenade functions similarly to the U.S. grenade for game purposes. When you see one of these thrown at you, move away so you don't get hit by the shrapnel when it detonates.

CREW WEAPONS

MG42



The MG42 was designed to supplant the MG34, and all efforts were made to ensure that it had none of the production bottlenecks of its predecessor. The result of those efforts is generally regarded as the finest general-purpose machine gun of WWII.

Incorporating simple production techniques, quick-change barrels and a firing rate of 1,500 rounds

per minute, the MG42 exceeded all expectations. Fed from 50-round belts, the gun fired so rapidly that individual reports could not be counted. First fielded in North Africa and the U.S.S.R., the MG42 gained a fearsome reputation with the Allied armies, and the mere sound of one firing would bring troops to a complete halt.

TIP

Don't try going up against a machine-gun position head on. You will just get killed. They can't be suppressed, so attack them from the flank or send a tank to do the job.

Flak 88



This was the German Army's primary anti-tank gun at the beginning of the war. With a 37mm gun, the Flak 88 was unable to penetrate the armor of most tanks by the middle of the war. However, a HEAT (high-explosive anti-tank) round was developed to allow this gun to remain effective, especially against American light tanks and tank destroyers.

TIP

Anti-tank guns can also be very deadly to infantry. Don't try to take out one of these head on. Either flank it or throw a grenade at it. Even if you don't kill the crew, the grenade will cause them to leave their gun and not man it for the remainder of the mission.

Flak 36



This anti-aircraft gun was feared by Allied tank crews. Though designed for firing at enemy bombers, it was discovered during the North African campaign that this weapon was excellent for use against tanks. Its 88mm gun was capable of penetrating the frontal armor of almost all American and British tanks.

Due to the Allied strategic bombing campaign against Germany, the Germans had over 11,000 of these guns in Europe by D-Day.

TANKS

PzKpfw IV Ausf G



The PzKpfw IV was the main medium tank for the German Army during the middle years of the war and the primary tank faced by the Allies during the D-Day invasion since most heavier tanks were fighting against the Russians on the Eastern Front. There were many different models built during the course of the war, from A to J.

Weight	23 tons
Length	5.6 m
Width	2.8 m
Height	2.6 m
Armor	8-50 mm
Maximum Speed	40 kph (25 mph)
Armament	75mm main gun 2 7.92mm machine guns

StuG III Ausf F



The StuG III, while it looks like a tank, is actually an assault gun. It mounts a gun fixed to the chassis rather than in a turret, making them easier and cheaper to build than a turreted tank. The StuG III guns were originally designed for use against infantry firing high-explosive rounds that could destroy bunkers and other defenses. The Ausf F was the first model to feature a longer barreled 75mm gun to give it the ability to attack enemy tanks as well as infantry.

Weight	22 tons
Length	5.49 m
Width	2.95 m
Height	1.94 m
Armor	11-50 mm
Maximum Speed	39 kph (24 mph)
Armament	75mm main gun

★ MISSION 1: ★ Roses All the Way

BRIEFING

Date: D + 0 0230 June 6, 1944
Location: Near St. Mere Eglise
Assets: Assault Team (Doyle, Paddock)
Enemies: Osttruppen, machine-gun position

Corporal Hartsock parachutes into Normandy in the early morning hours of D-Day to be confronted by some new faces. He will have to use his men to save his and their lives.

NOTE

This first mission acts as your training under fire. As you progress, you receive instructions on how to perform various actions. These vary according to the platform. Each mission includes a map of the entire mission area. The text refers to numbered locations on the map. For example, if the text tells you to move to ③, look on the map to find where point 3 is located. Enemy positions are also shown on the map. However, since this game features a dynamic enemy AI, enemies may not be exactly where indicated.



N

Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Team movement

PS2 VERSION

The walkthroughs for the Story/Single Player missions as well as the Skirmish missions were written for the PC and Xbox versions of the game. The PS2 version varies only slightly. However, the strategy and tactics necessary to complete each of these missions remains the same. Objectives and tips apply to all versions of the multiplayer missions—only the names in the PS2 version have been shortened. For example, Shattered Wings in the PC/Xbox version is called Wings in the PS2 version.



EXECUTION



After jumping out of his C-47 transport plane, Hartsock descends to the French landscape—only to find himself caught in a tree. A German soldier attempts to capture him, but Hartsock is saved by a fellow paratrooper, Corporal Doyle.

NEW OBJECTIVE

★ Find your leg bag and rifle.

Historical Note

During the airborne landings in the early hours of D-Day, paratroopers carried much of their gear in bags strapped to their legs. Once out of their plane and descending by parachute, the troopers would release the bags so that they would drop several feet below them. The purpose was so that the leg bag with the trooper's rifle and other gear would hit the ground first and reduce the weight on the paratrooper when he hit the ground an instant later. While the intention was good, in practice it did not work very well. Because they were under enemy fire, many of the transport pilots were flying a lot faster than the prescribed speed for a jump. Therefore, the leg bags often blew off of the troopers' legs as they jumped out of the plane and hit the slipstream. As a result, many paratroopers landed in Normandy without their primary weapon close at hand.



During the jump, Hartsock's bag was ripped from his leg. He must now find a bag. Until he does, he is without a weapon. Start by following the objective indicator on the compass. Turn until the arrow is at the top of the compass and then walk in that direction. Your overall

progress will be to the east. Along the way, near ①, you must jump over a log and then crouch under another log. Follow the directions on the screen to accomplish these tasks.



Continue to ② to find your leg bag. Walk over it to pick up your carbine. Since it does not have any ammo, approach Cpl. Doyle and follow the on-screen directions to get some ammo from your squadmate. During the story missions, whenever you need ammo for an American weapon, you can always receive more from a fellow paratrooper.

A scarecrow dressed up as a German soldier stands in the field at ③. Practice using your weapon. Look down your weapon sights and shoot at the scarecrow. Next, you learn how to give orders to your teams. Cpl. Doyle is a member of your squad—he is the assault team. Follow the directions to order him to move behind some barrels, to fire at the scarecrow, and then to assault this target.



NEW OBJECTIVE

★ Rendezvous with the paratroopers at the farmhouse.



Order Cpl. Doyle to fall in, then head east toward ④. Enter a small stream and continue on to ⑤.

As you turn to follow the stream at ⑤, you see an enemy anti-aircraft gun at ⑥. Fire at it as you approach and order Doyle, the assault team, to attack it. Another paratrooper attacks from the east, finishing off any enemies you were not able to defeat.



Once the enemies have been eliminated, continue to **6** and meet up with Corporal Paddock. He is added to your assault team. Order the assault team to fall in, and follow the objective indicator toward **8**.



You now receive a quick lesson on the four Fs and how to effectively attack the enemy. A couple of German soldiers are positioned behind some crates at **7**. Order your assault team to move to **8**, then order them to attack the enemy. You also get a brief lesson on how to use situational-awareness view.



While your assault team is suppressing the enemy at **7**, crouch and move south, then west behind the hedgerow to **9**. From there you can fire into the enemy's flank. By this time, the foes should be suppressed and their indicator should be completely gray.

Now stand up, zoom to weapon-sight view, and then open fire on the two German soldiers until both are dead.

Another two Germans appear at **10**. Order your assault team to move to **11**, behind the log. Immediately after giving them the move order, command them to attack the enemy at **10**. This causes them to fire at the Germans as they approach the log.



Meanwhile, move to **12** to hit the enemy on the flank. Don't be surprised if your foes move in response to your flanking attempt. This means that they are leaving their cover. They are often killed by your assault team as they flee. Add your fire to help finish them off.

Order your team to fall in and then advance toward **13**. There you meet up with other members of your platoon and Lieutenant Colonel Cole. However, there are more Germans headed your way.



NEW OBJECTIVE

★ Take out the German convoy.



Order your assault team to move to **14** and attack the enemy at **15**.

Mission 1: Roses All the Way



Wait until they are suppressed, then move to 16 and flank the two German soldiers. Do it quickly since a machine gun will open up on you from 17.

Head back toward your team's location; when you are next to the wagon, order your team to fall in. Now advance toward 15 and then across to 20. Order your men to take up position behind the log at 20 and to attack the Germans moving from 19 toward you. Act quickly or the enemy will flank you.

Once they are eliminated, take out the Germans at 18 unless Cole and his men have already done so.



TIP

You can't suppress machine-gun positions. Don't order your team to try or they just expose themselves to unnecessary enemy fire. Instead, look for a way to flank the machine-gun position. Since the positions often have a very limited firing arc, there is almost always a way to approach them from their flanks to kill the gunners.

At 17, the machine gun's field of fire is southeast along the road only, so order your team to fall in and then move through 19 toward 17. A berm between you and the machine gunner provides cover as you and your team take him out.



Order your team to move next to the machine gun while you take control of the weapon. More Germans arrive in the area around 14. Order your team to attack them while you let them have it with the machine gun. Once you eliminate all enemies, your objective is complete.

Order your team to fall in; follow the objective indicator on your compass to meet up with Lieutenant Colonel Cassidy to end the mission.



★ MISSION 2: ★ Action at St. Martin

BRIEFING

Date:

D + O 0600 June 6, 1944

Location:

Near St. Martin-de-Varreville

Assets:

Assault Team (Friar, Paddock)

Enemies:

Ostruppen, machine-gun position

Hartsock awakens to find out that some of the men from the 82nd Airborne have been found and are severely wounded. They desperately need his help and courage to survive.

Orders



N

Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Team movement



EXECUTION



After Lt. Col. Cassidy gives you your orders, command your team to fall in and then exit the barn.

NEW OBJECTIVE

★ Secure the church.

Historical Note

The church in St. Martin-de-Varreville was believed to contain a German aid station, and it was a key early objective of the 502nd.

Head northeast to get to the road leading into the village. Follow it southeast until it begins to curve left.



Head north along the western end of the field to prepare for your first engagement against the enemy. Order your team to move to ① and to attack the enemies located near ②.



Once they have suppressed the Germans at ②, crouch down and move along the wall to ③. From there you can shoot into the Germans' flank and take them out. Now watch out for the adversaries who arrive and set up near ④.

There is no way to flank the Germans behind the hay bales near the building from the north, so hit them from the south. Crouch down and backtrack through ①. Order your team to fire on the enemy at ④ as you move across the southern half of the field and get to ⑤, from where you can shoot the enemies at ④, hitting them in their flank. This clears out this section of the map.



Order your team to fall in, then move through ④ straight east, through an open gate and on to ⑥. Ignore the enemies across the street to the south for now. Instead, order your team to move to ⑥ and attack the enemies at ⑦.



While they are suppressing the Germans at ⑦, move east, then south through the barn to ⑧. From there you can shoot at ⑦ and take out the Germans there.

Order your team to fall in, then lead them south to 9. Moving quickly across the street forces the Germans away from the wall along the road because they move to avoid being flanked.



Order an attack on the Germans behind the chicken coop at 10. While your team suppresses the enemy, move to 11 and flank them.

A couple more groups of Germans await near 13. Order your team to move up to 12 and suppress them.



Now you must head west along the street and then around behind a house to 14, from where you can start shooting at your foes from behind. If they move away from you behind a wall, suppress them and then order your team to assault them to eliminate these two groups.

TIP

Be sure to pick up an MP40 from one of the Germans you just killed. A submachine gun will come in handy for taking out groups of enemies at close range.



Lead your team east to 14. This next part of the mission varies a bit each time you play it depending on when the enemy first sees you and the actions you take. The key is to use your assault team to fix the enemy and suppress them, while you move to the right to flank them. Ignore the Germans in

the churchyard for now. They move around the church taking shots at you from behind the walls; however, as long as you keep some cover between you and them, your squad will be fine.

You eventually get your team to 15. Position them there while you make your way along the southern end of the map. There are enemies at 16, 17, and 18 that you can flank as you move toward 20 and on to 21.



Another enemy group arrives near 19. By this time you can move your team to 18 to suppress them while you flank around their side.

Mission 2: Action at St. Martin



With the village south of the church clear, move quickly around the eastern end of the church and order your team to take a position at 22 to attack the Germans at 23.

TIP

Don't forget to use your situational-awareness view. Not only does this let you pause the fighting, but also you can see exactly where the enemy is hiding. Be sure to check it as you move into flanking position to see if the enemy has moved to respond to your movement.



This allows you to move around to 24 and flank this group.

Now order your team to move to 27 and attack the Germans at 25 while you head to 26 and hit them from behind.



The last group of German defenders is within the churchyard near 28. Move your team to 29 and order them to suppress the enemy. This allows you to rush up the steps at 30 and flank them from the side. However, if the enemy is west of the stairs, suppress them with the MP40

that you picked up from a dead German and order your squad to assault them to secure the church.



Order your team to fall in and then move into the church through the door near 31. You have secured the church; however, the mission is not over yet.

NEW OBJECTIVE

★ Defend the church.

German troops are coming to try to take back the church. You need to defend it. The first waves come at you from the west. Order your team to move to 32. They will cover the southwestern part of the village.





Take control of the machine gun at 33. Be ready for enemy troops to pour in down the road from the west.

Mow down the Germans as they assault you from the west. Once you have eliminated this first wave, move your team and yourself to cover the southern wall.



The enemies attacking from the south have a lot more cover they can use as they fire on your position. Use the low wall as well as the grave-stones for your own cover.

TIP

Watch the objective indicator on your compass. It shows you from which direction the next wave of Germans is approaching.

Keep repositioning your team around the churchyard walls in a counterclockwise direction to get ready for the next wave.



The final group of Germans sets up behind the walls to the north. If you are unable to kill them from behind the churchyard walls, suppress them, then order your team to assault the enemy to finish them off.

Once all enemies have been eliminated, return to the front of the church to await a team of soldiers who will relieve you from guard duty at the church. Mission complete.



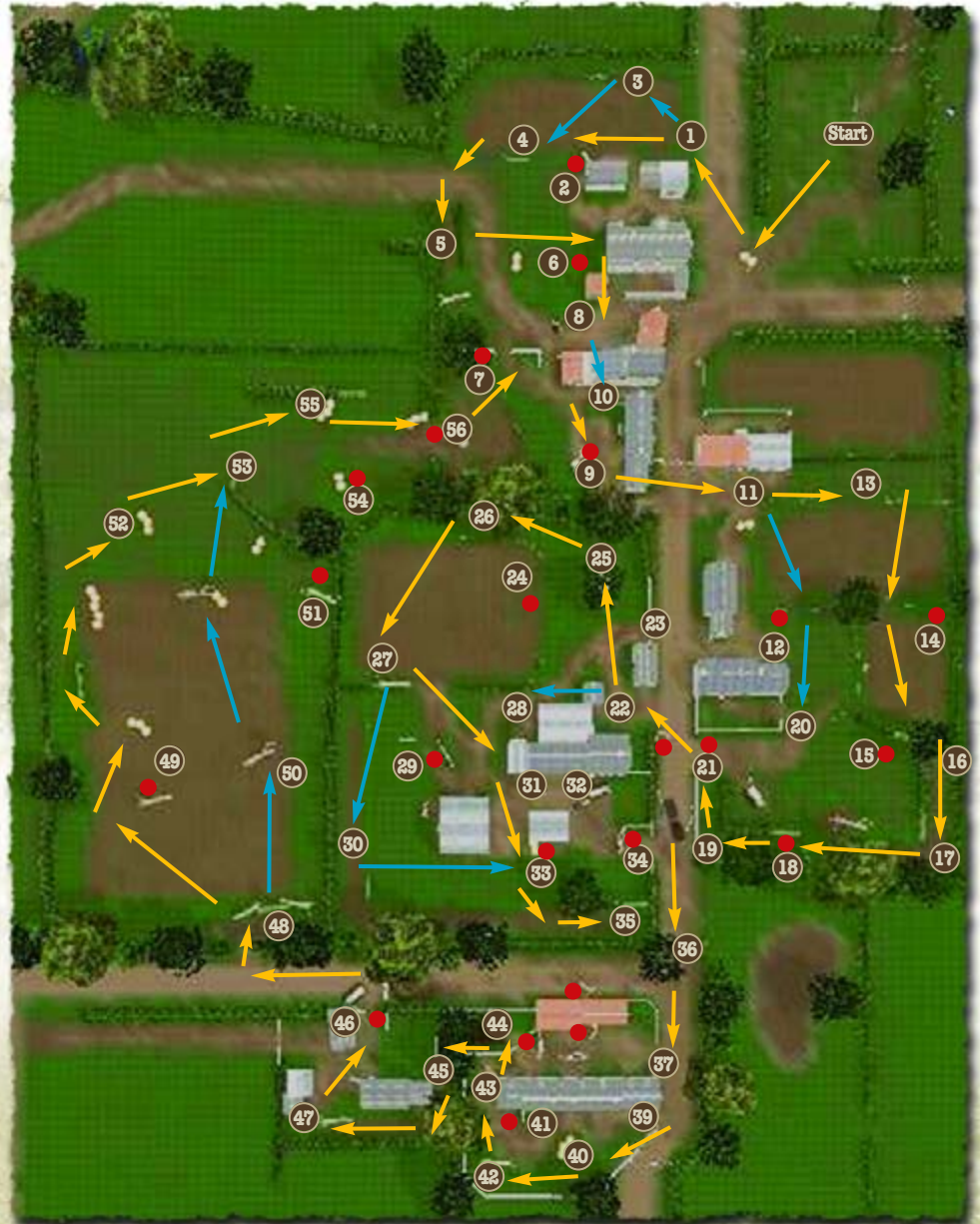
★ MISSION 3: ★ Three Patrol Action

BRIEFING

Orders

Date: D + 0 1630 June 6, 1944
Location: A hamlet near Haut Fournel
Assets: Assault Team (Doyle, Friar, Paddock); Fire Team (Allen, Garnett)
Enemies: Infanterie, machine-gun position, halftrack, mortar position

The hamlet of Haut Fournel housed many of the Germans who attacked Foucarville and other positions along the north flank. Hartsock is reunited with Baker and some old friends to take out a large German convoy that has just rolled into town.



NOTE

If you have played *Brothers in Arms: Road to Hill 30*, this mission takes place shortly after *Mission 5: Foucarville Blockade* in that game.

N

Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Team movement

EXECUTION

You begin in the northwest corner of the map. For this mission, you have been assigned a fire team as well as an assault team. You can use one team to suppress while the other flanks or use both teams for suppression.



NEW OBJECTIVE

★ Clear the hamlet of Haut Fournel.

Historical Note

Due to the scattered landings during the dark, early hours of D-Day, many of the paratroopers in Normandy fought as small groups to complete their assigned objectives. It was not uncommon for paratroopers from different units, even different divisions, to fight alongside each other until they could get back to their own units. Note that Cpl. Doyle in your assault team wears the division patch of the 82nd Airborne, while the rest of the men are from Hartsock's division—the 101st Airborne.

Also, the hamlet near Haut Fournel was not one of the objectives for D-Day. It was attacked because it was mistaken for the objective of Beuzeville-au-Plain.



Order your two teams to fall in and then head east toward the main road. Immediately turn right and move southwest toward ①.



Prepare for a couple of German soldiers at ② by positioning your two teams along the fence line at ① so they can begin suppressing the enemy.

Once the enemy is suppressed, order the assault team to move behind the hay bales toward ③, and they will flank and kill the enemies at ②.



Now move both teams to the fence line at ④. Two groups of Germans lurk at ⑥ and ⑦. Order your teams to each attack a group.

Meanwhile, move south to the hedgerow, then east so you can flank the Germans at ⑥ and eliminate that threat.



Mission 3: Three Patrol Action



Order the fire team to move to your location; position them at the log just east of 5 so they can suppress the Germans at 7.



Lead the assault team to 8. From there they can flank and kill the enemies at 7.

The last enemies in this area are at 9. Order the fire team at 5 to attack and suppress the Germans at 9 while you move the assault team to 10, where they will attack the flank and eliminate the enemy.



You now have to get your squad across the road. A machine-gun position is down the road to the east, so move fast.



Rush across the road and order your fire team to move to 11 and attack the enemies at 12.



Then order your assault team to 13 to attack the Germans at 14 before they can try to flank your line.



The assault team forces the Germans at 14 to move back, usually to 15, so that you can lead the team to 14. While the assault team continues to attack the same German unit, flank and eliminate the Germans at 12.

Now order the fire team to move forward to 20 to flank the Germans at 15.





Depending on where any remaining enemies might be located, you can move along the depression near 16 to 17 to flank enemies at 18.

Then continue on to 19 to take out your adversaries at 21 from the flank. Going around this way forces the machine gunner to fight you with a rifle. By the time you get to 21, the machine-gun position will be neutralized.



Now cross the road again. Some Germans wait in the halftrack to the east of the machine-gun position. Fire some rounds in their direction and they will dismount and take cover. Send the assault team to 22 and order them to fire at 24.



The fire team should then go to 25 and fire at 24. This keeps the Germans suppressed so they can't move.

Now you can move to 25. Once there, order the fire team to join you and then continue on to 26 to finally flank and destroy the Germans at 24.



The fire team should now attack the enemy at 29. Then order the assault team to 28 to also attack 29. Then move the fire team to 27 to flank 29.



Order the fire team to move to 30 and attack the enemy at 33.

Now send the assault team to 32 to fire at the Germans at 34 while you move to 31 to flank the enemy at 33.



Mission 3: Three Patrol Action



Bring up your fire team to a position behind the hay bales at 35 to suppress the Germans at 34.

With the Germans suppressed, move along the low area to 25 to flank the enemy. Bring along one of your teams if you wish to quickly wipe them out.



TIP

The next part of the mission involves close-up fighting. Pick up a German MP40 before you continue for some automatic firepower.

This section of the map is now clear. Order both teams to fall in, then head to 36 to meet up with Sergeant Baker and get a new assignment.



You now have to clear out another part of the hamlet. Go east and position your fire team at 37 to fire at 38.



Move with your assault team to 39 and order them to fire at 40. While they suppress the Germans, move through 41 to 42 and flank them.



Now send your assault team to 43 to flank the remaining Germans around 38.

Order both teams to fall in and then push on to 44, where you will find Baker's lost man, Corrian.



Command the fire team to move to 45 and lay suppressing fire at 46 while you lead the assault team to 47 to flank the enemy.



TIP

Don't leave your squads in one place too long. There is a mortar firing on your position, and if one of those rounds hits, it can wipe out an entire team.



The next part of the mission requires you to move across a plowed field. Get your teams to fall in and follow you to 48. There, order them to fire at 49. Once the Germans are suppressed, lead the assault team to finish them off.

Now order the assault team to fire on 51 while you move the fire team up to 50.



Lead the assault team to 52, where you can finally flank 51.



You now need to take out the mortar at 54. Move your fire team to 53 and your assault team to 55 and have them open fire to eliminate this threat.



The halftrack you have essentially been chasing continues out to the road. Another group of German infantry is at 9. Order your fire team to move to 56 and suppress 9.



This allows you to lead the assault team around through 7, 8, and 10 to hit the enemies at 9 in the flank and eliminate them.



Now to deal with the halftrack. Order your fire team to 9 to attack it. This is to keep the halftrack occupied while you and the assault team head north from 10 to the road and then fire at the gunner on the halftrack.

Once the gunner is dead, follow the objective indicator to meet up with Baker and end the mission.



★ MISSION 4: ★ Hell's Corners



Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Team movement



BRIEFING

Orders

Date: D + 1 1200 June 7, 1944
Location: Near the Barquette Locks
Assets: Assault Team (Desola, Marsh, Paddock);
 Fire Team (Garnett, Friar)
Enemies: Fallschirmjäger, machine-gun
 position, mortar position

After taking Vierville, Hartsock and both 2nd and
 3rd squad push on to the Barquette Locks to
 assist Colonel Johnson.

EXECUTION

Hartsock's squad begins near the eastern edge of the map. For the first part of their mission, they have to make their way across an open field.



NEW OBJECTIVE

★ Mark all supply bags with smoke flares.

Historical Note

Supply air drops were called in by radio. Paratroopers used distinctly colored orange smoke grenades to mark their positions.



To begin with, order your fire team to move to the shell hole at ① and begin attacking the enemies at ③.



Next, send your assault team to the shell hole at ② to suppress the Germans at ④.



While your teams are suppressing the Germans, move north from ② along a ditch on the western edge of the field and then east to a log near ④. From there you can take out the Germans in the shell hole at ④.



Rush into the hole at ④ and then fire at the enemy at ③ to clear this other shell hole.



Order the assault team to move to ④ and suppress the enemies at ⑦ while the fire team suppresses those at ⑤. Rush to ③ and lay a smoke grenade by the first supply drop.

Head back to ④, then make your way east to the log at ⑧. From there you can flank the enemy at ⑦ and clear that shell hole. Bring the assault team up to ⑧.



Mission 4: Hell's Corners



Lead the assault team to ⑦ so you can flank the Germans at ⑤. Then begin suppressing the last group of enemies at ⑥.



More Germans appear at ⑪. Order your fire team to the fence near ⑨, across from those enemies, while the assault team moves to ⑩ to flank them.

Order the fire team to move to ⑤ and then to the fence at ⑨ to flank the Germans at ⑥. If that does not eliminate those enemies, order the assault team to assault them. Then mark the second supply drop with a smoke grenade.



Now that the area around the barn is clear, get to ⑪ along with both of your teams and place the third smoke grenade.

NEW OBJECTIVE

★ Rendezvous with Col. Johnson.

Historical Note

Col. Johnson and his men had been dug in around the Barquette Locks since the first night of the invasion—Isolated and battered by mortar and artillery fire.



For this next phase, move fast. Order your fire team to the shell hole at ⑬ so they can suppress ⑰. Quickly order your assault team to ⑭ behind the log while you move to ⑬ and suppress the Germans that are headed to ⑭ so your team can get there first and catch them in the open.



The machine gunner at 17 moves to 16. While your assault team suppresses him from 14, move along the ditch to 15 and then flank the gunner.



You now come under fire from the opposite side of the canal. Order your assault team to 18 while your fire team goes to 19. They should then fire at the enemies at 20, 21, and 22, to keep them all suppressed.



Once all of the Germans are suppressed, order the assault team to rush across the lock to 21, where they can take out the Germans at 21 and 20.



The Germans at 22 will move back to 24, so move your assault squad to 23 while your fire team moves to 22. Between the two teams, one will hit the enemy's flank.

Continue on to 25, where you meet up with Col. Johnson.



NEW OBJECTIVE

★ Secure the crossroads.

Historical Note

These crossroads came to be known as "Hell's Corners."



This next part can be tough unless you pay attention to the terrain and the movements of the enemy. Lead both of your teams to the stream at 26, then follow it to 27.

TIP

The machine-gun position at 34 dominates this area. The fences along the western side provide some cover for you and your teams as you clear out the western part of the field. However, if you go too far north or east, the machine guns will cause you some serious problems. Because there are two machine guns at this one position, the field of fire is much larger than at positions where there is only one gun.



Mission 4: Hell's Corners

Order your teams to take cover in the shell hole and to fire at the enemy at 28. While they suppress the Germans there, crouch and move along a ditch on the western side of the field to flank the enemy at 28. Or order the assault team to assault this position while you provide suppressing fire.



Now order both of your teams to fire at the Germans at 30. This group will move between 30 and 31 depending on your location.



Use the same tactic to take out the Germans in the shell hole at 29.

Backtrack to 27 and follow the stream to 32. As you move, the Germans at 30 try to get to 31. However, your teams usually take this group out as they leave their cover to come after you. Continue north along a ditch toward 33, passing under the bridge and then turning left to move to 35.



This puts you in behind the machine-gun position. Take cover behind some crates and pick off the gunners to secure this field.



Order your two teams to fall in, then talk to Col. Johnson to get your next objective.



NEW OBJECTIVE

- ★ Eliminate all Germans on Col. Johnson's left flank.

Historical Note

Col. Johnson couldn't risk revealing his weak position—holding the left flank became essential to successfully bluffing the Germans into thinking that there was a stronger Allied force.



Lead your squad down in the ditch to 36. Order your fire team to take up a position behind the fence and suppress the enemy at 37.

Now lead your assault team along a ditch to a shell hole just west of 37. From there they can flank the Germans and clear this spot.



Order the assault team to then fire on the enemies at 40. This suppresses them so you can flank them.



Follow the ditch up to 41, then move behind a berm and shoot the Germans at 40 from behind. The western side of this field is now clear.

Now order your assault team to meet you at the shell holes near 42 while your fire team suppresses the Germans at 38. Since they are worried about being flanked, these enemies usually assault you at 42. However, between your two teams, they will be gunned down.



Order your assault team to fire on the enemies at 43, who have moved from 39, and suppress them.



Then bring your fire team to 38. Position them along the fence northeast of this shell hole to flank the Germans at 43. Once they are eliminated, the mission is complete.



★ MISSION 5: ★ Château Colombières

BRIEFING

Orders

Date: D + 2 2300 June 8, 1944
Location: Near Heisville, France
Assets: Assault Team (Allen, Desola, Garnett)
 Tank (M5 Stuart)
Enemies: Infanterie, machine-gun position,
 mortar position, StuG III

Hartsock takes a side mission to a bombed-out chateau near St. Come du Mont. He and his men must secure and defend the area against the Germans.



Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Team movement



EXECUTION

You begin with only an assault team. However, once you get into the chateau, you receive some welcome reinforcements.



NEW OBJECTIVE

★ Secure the chateau.

Historical Note

The Château Colombières was heavily bombed leading up to the invasion and would later be used as a medical aid station for the Allies.

Order your team to fall in, then make your way to ①. Stay to the left of the road so that the machine gun at the road's end at ② does not have an easy target.



Have your assault team take up a position at ① behind the log and fire on the Germans at ② to suppress them.



While they are doing this, move through the opening to the west and then on to ③. Continue to the berm at ④. As you attempt to flank the enemy at ②, they try to change position and end up being eliminated by your assault team. Once they are gone, order your assault team to fire on the enemy at ⑥.

Bring your assault team to ④ so they can continue to suppress the enemy at ⑥. Then move to ⑤. Once there, suppress the enemy at ⑥ while you order your assault team to assault the position and clear it of all enemies.



Now lead your squad north to the wall of the chateau toward the entrance on the left at ⑦. Fire at the Germans on the other side until they are suppressed.

While they are suppressed, order the assault team to assault their position at ⑨. Move in along with them and make sure to take out the machine gunner at ⑧.



Mission 5: Château Colombières



Position your team at 9 so they are behind the crates and firing at the Germans at 10.

Move east by yourself around the courtyard wall so that you can get in behind the enemy at 10.



Some Germans still lurk in the building. Position your team at 11 so they can engage the enemy inside.



If necessary, enter the building through the door near 10 to flank the enemy and clear the building.

You must advance through the building and out the back door. Be careful—a couple of groups of Germans fire on you and your team.



Take up a position behind the crates at 12 and just wait. An American tank approaches from the west and wipes out the two enemy groups. Once the tank advances to your position, walk up and talk to the tank commander.





Sergeant Kelly and his M5 Stuart tank have been assigned to you for the rest of the mission. You give the tank orders just like you would one of your teams. While the tank is impervious to machine-gun and small-arms fire, you must

watch out for Germans carrying panzerfausts; these anti-tank weapons will damage or even destroy your tank.

TIP

When using a tank, be sure to go to situational-awareness view every time you detect a new enemy. Zoom in on each group to see if one of the soldiers carries a panzerfaust. If so, keep the tank out of that group's field of fire.

An enemy group is located at 14. Send the tank about halfway toward 14 with orders to fire on them.



Meanwhile, lead the assault team along the western side of the berm to 13. Flank the Germans at 14.

Another German unit waits at 15. Keep your tank out of this unit's sight since the soldiers are armed with panzerfausts. Instead, suppress them, then order the assault team to move to 16 to flank and kill the enemy at 15.



You have now exposed two more German units. Move the tank to 14 so it can attack the enemy at 17. Then send your assault team to 15 to take out the two Germans armed with panzerfausts at 16.



Mission 5: Château Colombières



Lead your assault team to 18 and order them to suppress the enemy at 19. Keep your tank back for now while you take care of anti-tank threats.



Now crouch and move through the small stream around to 20, where there is a log. This puts you behind the Germans at 19. Fire at them from the rear to eliminate them.

You are not done here yet. Advance to 21 and hit the panzerfaust troops at 22 in the flank to remove this threat to your tank.



Order your assault team to join you at 23. From there attack the Germans at 23.



The Germans there have panzerfausts; however, if you keep them suppressed, you can order your tank to rush in and wipe out the enemy at 23.

Send your assault team back to 21 to suppress the enemy at 25. At the same time, order your tank to stay at 23 and fire on the machine-gun position at 26. This will keep it from firing at you while you head through 24 to come up behind and kill the enemies at 25.



Order the assault team to fall in with you at 25. Then make your way south along the stream to 27. Flank the machine-gun position at 26 and take control of it.



Move into the position and use the machine gun to fire on the Germans with panzerfausts at 28. This quickly suppresses them; order your tank to assault them.

TIP

Pick up a panzerfaust from 28 before you continue to 29. You need it for the next part of the mission and it is better to have one to begin with than to have to search for one later.



Order your two teams to fall in; continue to 29, where you receive new orders.

NEW OBJECTIVE

★ Defend the chateau.



You now face infantry, a tank, and even a mortar position. Start off by getting your tank into action. Order it to move up next to the wall at 29 and fire on the enemy tank near 33. Because of the mortar, keep your troops moving—don't leave them in one spot or they may be taken out by a mortar round.



Lead your assault team to the log at 30 and order them to fire on the enemy troops at 31.



While they suppress the enemy to the south, move around through the courtyard, using the low walls for cover, as you advance to 8. From there you can flank the enemy near 31 if they have moved up. There's a crate of panzerfausts at 8 if you need them.

This part of the mission can vary quite a bit because the enemy moves according to your movements. Clear out all of the infantry in this area, then go after the tank, unless your tank has taken care of it already. The StuG III is an assault tank and has no turret. As long as your tank is firing on it, it will focus on that threat, allowing you to get in behind it and fire a panzerfaust at its rear. Two hits to the back of the tank will destroy it.



More infantry have arrived at the front of the chateau and are located at 6. Move your assault squad to 34 and take them out. Have your tank move forward to this point as well.



The final enemy unit is the mortar position at 35. Order your tank to assault this position. Once it is eliminated, you have successfully defended the chateau and completed the mission.

★ MISSION 6: ★ Bloody Gulch

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Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Team movement



BRIEFING

Date: D + 7 1500 June 13, 1944
Location: Near Hill 30, France
Assets: Assault Team (Corrion, Friar, Paddock)
 Fire Team (Campbell, Marsh)
Enemies: Panzergrenadier, machine-gun position, mortar position, PzKw IV tanks

Orders

Witness what happens at Hill 30, after Baker leaves to find the armor. Hartsock and Sergeant Hassay must defend the line with the men that are left.

EXECUTION

Sgt. "Mac" Hassay gives you your orders. You must clear the left flank of all enemy forces.



NEW OBJECTIVE

★ Clear the left flank.

Historical Note

German reinforcements and armor moved in from the south along the 101st's left flank.



Order your teams to fall in and then move out for ①. Position your teams behind the log and order the assault team to fire at the Germans at ② while the fire team attacks the enemy at ③.



While they are suppressing the enemy, crouch down and move to the berm at ④. From there you can hit the Germans at ② in the flank and eliminate them.



Order the assault team to move to ④ and to suppress the enemy at ⑥.



This allows you to move up to ⑤ and take out the two Germans behind the log at ⑥.

Head back to ④, then advance to ② so you can attack the flank of the Germans at ③. Be careful to not expose yourself or your team to the fire from the machine-gun position at ⑦.



Head back to ① and get your teams to fall in. Then move east to position the fire team at ⑧ and the assault team at ⑨, both with orders to fire at the Germans behind the fence at ⑩.

Mission 6: Bloody Gulch



This allows you to sneak around the turn in the road and get to the berm at 11. From there you can quickly take out the enemy at 10 from the flank. However, as soon as you're done, get back to 9 since Germans at 12 will open up on you.



With the northeastern part of the map clear, continue on. Order your teams to fall in and then head for the road at 16.

Now move up with the assault team to 10 and order the team to suppress the Germans at 12 while you suppress the machine-gun position at 7.



Follow the road south. As soon as you can, order your fire team to move to the fence at 17 and begin suppressing the Germans who are at 19.

Order the fire team to move to the berm at 13. From there, they can cover the eastern side of the machine-gun position.



You have to move quickly now since a mortar starts firing on you and your teams. At 18 you can attack the Germans at 17, hitting them in the flank.



This lets you move the assault team to 14 to flank the Germans at 12. Then move the assault team to 15 if you need to finish off any enemies at the machine-gun position.

Send the assault team ahead to 19 so they can attack the mortar position at 20. Just suppressing these enemies will stop the mortar rounds from falling on you.





If necessary, bring your fire team up to **18** to suppress the mortar position while the assault team rushes in to finish them off.



The toughest part of this mission lies ahead, so be ready. A couple of German PzKw IV tanks wait in the field to the north. You don't have to worry about them right now, but keep an eye on them in the situational-awareness view as you move toward the panzerfaust crate.

Clear this area of infantry. Send the fire team to the fence at **22** to suppress the enemy at **23**.



Then lead the assault team to **24** to hit the suppressed enemy at **23** in the flank.



Another enemy appears at **26**, so order your fire team to **25** to suppress while you take the assault team south and around to **27** to flank them.

Be careful—the German tanks can appear soon. You don't want your teams to get killed; they have no way of taking out the tanks, so leave the fire team at **25**. Keep moving west toward the panzerfaust crate at **31**.



Meanwhile, use the assault team to help you clear out the Germans in the areas around **29** and **30**. Use the assault team to fix these enemies while you flank them.



Once the two enemy groups are eliminated, send the assault team back toward **25** for safety while you continue to **31** to pick up a panzerfaust.

Mission 6: Bloody Gulch

You do not want the German tanks to congregate around the panzerfaust crate. That would make your job next to impossible. Move around between 30, 31, and 32 to keep the tanks from staying in one spot.



TIP

Use the situational-awareness view while you hunt down the tanks. It pauses the game and lets you plan out how you can approach the enemy tanks to hit them in the rear if possible. If both tanks are still alive, be careful that you don't expose yourself to one while attacking the other.



Once the tanks are buttoned up, with the commander safely inside, they have a hard time detecting you from the sides or behind. If you pop out in front of one, it tends to move in your direction. Then move around behind a hedgerow so that you can fire your panzerfaust at it from the flank.

It only takes two hits against the rear of a tank to destroy it, so try to sneak behind your target. Otherwise, it may take three to four hits from the side or front. Plus, hitting it from the rear is much safer since all the tank's weapons face the front and it takes a while for it to turn around and engage you.



Once both tanks have been knocked out, order your teams to fall in, then advance to 33, where a narrow path leads north. Take it all the way to 34 to link up with the rest of the platoon.

NEW OBJECTIVE

★ Defend Hill 30 until Baker arrives with the reinforcements.



Sgt. Hassay has been holding this position with soldiers from the platoon. He really needs your help to prevent the paratroopers from being overrun.

Order your teams to take up positions along the side of the path where there is good cover; command them to attack German groups as they come at you. While you want to kill as many enemies as possible, it is more important to keep them suppressed to reduce the effectiveness of their attacks.



Eventually, Baker arrives from the west with a couple of Sherman tanks. They will mop up the remaining enemies. Once this is accomplished, the mission ends.



★ MISSION 7: ★ Eviction Notice

BRIEFING

Orders

Date: D + 8 1000 June 14, 1944
Location: Carentan, France
Assets: Assault Team
 (Friar, McConnel, Paddock)
 Fire Team (Campbell, Marsh, Paige)
Enemies: Panzergrenadier, machine-gun
 position, mortar position

Hartsock is promoted during an award ceremony in Carentan that is cut short by German mortar fire. The origin of the fire was determined to be the train station on the south side of town. He and his men must secure four combat areas and meet up with Baker.



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Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Team movement

EXECUTION

Sgt. Baker gives you your orders. This mission involves fighting inside buildings as well as outdoors.



NEW OBJECTIVE

★ Secure the train yards.

Historical Note

The Germans advanced to the train yards along the southern edge of Carentan to launch mortar attacks into the city's center.



Order your teams to fall in and then head west toward the street.

Send your fire team to ①, where they can use the wall for cover as they fire on the Germans at ④.



Man the machine gun at ② and suppress the Germans around the train station to the south.



TIP

Keep your troops moving as you advance on the train station. A mortar fires on you, and if you leave a team, or yourself, in any one spot for too long, there's a danger of taking some serious damage.



Then move your assault team around to the right toward ③.

As your assault team arrives at ③ and takes up a position behind the crates to suppress Germans to the east, bring your fire team over here as well.





Leave the fire team at **3** to provide suppressing fire while you lead the assault team into the train station at **5**. Enter at the closest doorway and use the seats for cover as you take out the Germans near the other doorways.

Order your teams to fall in once the train station is clear. You are safe for the moment in this building. However, the Germans to the south are getting ready for you.



Order the fire team to move to **6**, from where they can fire at the enemy behind the flatcar at **8**.



Now lead the assault team to **7** to flank the Germans at **8**. Once that threat is eliminated, move the fire team to **8** with orders to fire at the mortar position at **12**.

German troops are moving toward **10**, so order your assault team to move to **9** and suppress them or even eliminate them if you can shoot at them before they get to cover. Move to **11** so you can flank these enemies.



Now move the assault team to **13** to suppress the mortar position at **12** as you move toward **14**. From there you can catch the Germans from the flank and destroy them. If any enemies remain, use suppressing fire and flanking to mop them up.



Mission 7: Eviction Notice

Now clear out the enemies in the warehouse. Order the fire team to **15** to suppress the enemy at **16** while the assault team moves to **14** to fire at the Germans at **17**.



With the two enemy groups under fire by your teams, enter the warehouse. Use the crates for cover as you move to flank the Germans at **17**. Then bring in your assault team and hit the enemies at **16** from inside the warehouse.

Move the fire team up near **16** to lay down a base of fire at **18**, and then come around from inside with the assault team to hit the enemy in the flank.



Assemble your squad inside the warehouse and get ready to head east. A machine-gun position at **19** can cause some trouble. Order the fire team to go to the crates at **20** and fire on the German troops on top of the bridge near the machine gun.



Now move with the assault team to **21**. From there, fire on the Germans on the bridge while you order the fire team to move to **22**. Your teams once again come under mortar fire, so keep them moving until you can get them into the next warehouse.



Lead the assault team north, passing under the bridge and then turning right to climb up to the berm at **23**. Order both teams to fire at the enemies at **24**. You will catch them in a crossfire. More Germans lurk near **19**. Be sure to suppress them and then order the assault team to assault any Germans that are still on the railroad tracks and need to be mopped up.

Order your teams to fall in and head for the railcars at **25**. Position your fire team there and then lead the assault team to **26**. Order both teams to fire at enemies inside the warehouse.



By this time, the enemies should be concentrated in the western part of the warehouse. Lead the assault team to **27** to flank the group at **28** and then suppress the Germans at **29**.



Order the fire team to move to these crates near 28 so they can flank the enemy at 29 and clear the warehouse.



While they are suppressed, lead the assault team back into the warehouse through the second doorway and then toward 31 to flank the enemy from within the warehouse.

Order the fire team to now move to 30 and begin attacking the Germans at 31.



Lead your squad back outside the warehouse and position the fire team at 32 to fire on the mortar position at 33.



Now order your assault team to move to 34. From there they can flank the enemy at 35 and eliminate the last Germans at the train yards.

Finally, meet up with Sgt. Baker near 36 to end the mission.



★ MISSION 8: ★ Close Quarters

BRIEFING

Orders

Date: D + 8 1030 June 14, 1944
Location: Carentan, France
Assets: Assault Team (Friar, McConnell, Paddock)
 Fire Team (Campbell, Marsh, Paige)
Enemies: Panzergrenadier, PzKw IV tank

The remaining Germans in the train yards scattered into the city once their position was overrun. After a fellow soldier is wounded, the men of 2nd and 3rd squads must work together to eliminate the threat hiding deep within Carentan.

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Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Team movement



EXECUTION



Sgt. Baker is back with another mission for your squad. You will be working your way through part of the city, cleaning out the enemy as you go.

NEW OBJECTIVE

- ★ Clear the remaining Germans out of Carentan.

Historical Note

Carentan was an important objective during the D-Day invasion. Located between Omaha and Utah beaches, it was the scene of violent fighting. While American forces linked up here on June 13, the fighting to root out all of the Germans continued.

Start off by ordering your teams to fall in, then head northwest toward ①.



Once you get to the narrow street, quickly order your fire team to move to ② while your assault team moves ahead to ③. Both teams should be given targets to begin firing at.



Near ⑦, a German soldier lurks on the second floor of a bombed-out building. Take him out with your BAR to prevent him from sniping down on you and your teams.

After the two groups of Germans at ground level have been suppressed, order the fire team to advance to the rubble at ④ and continue firing at the enemy.

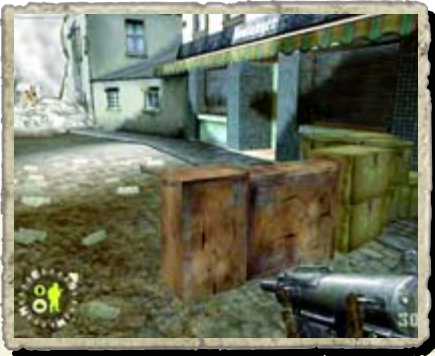


Now it is time for some flanking. Move north through a damaged building to ⑤ and then on to ⑥, where you will find some cover. Take out the Germans at ⑦.

Continue on to ⑦ and attack the Germans at ⑧ in the flank to secure this part of the town.



Mission 8: Close Quarters



Order both teams to fall in. Make sure your weapon is fully loaded and then advance south toward 9.



You now face a couple of German groups to the east in this open area. Order your assault team to move by this wooden fence at 9 and fire at the enemies that might try to flank you. Send the fire team to the brick wall at 10 to suppress the other enemy group at 13.



Once the enemy is suppressed, lead the assault team to 11 to try to get on the enemy's flank. To make sure your men fire as they move, order them to move to this position, then immediately give them the order to attack the enemy at 12.

Get to the barrels and crates first so you can use them for cover. The Germans may try to beat you to them. However, with your fire and that of your teams, you can take them out while they are in the open.



With this area clear, order your teams to fall in and move around toward 14.



As you move to the next street, you come under fire from two directions. Order the fire team to take up a position by the brick wall near 14 and fire at 15.



Order your assault team to get behind the crates near 14 and fire down the street toward 16 and 17. Several groups of Germans are firing at you from that direction. Add your firepower to try to suppress all of them.



You should be able to take out at least one or two of the groups near 17. After they are all suppressed, lead the assault team to the machine-gun position at 16 and take control of the gun. Use the machine gun to mow down the remainder of the enemies in this area.



Leave your fire team at 14 and your assault team at 16 as you advance to 18 to meet up with Sgt. Baker. Before you get there, German troops arrive around 20. Order your fire team to begin suppressing them.

As you are talking, a German PzKw IV tank rolls in behind Baker. Turn around and head back to hide behind the wall on your right. The tank blows a hole in the wall at 18, allowing you to get into the next area.



TIP

Your teams are no use against the tank. Keep them behind the buildings lining the street you just cleared. While the fire team will give you some support against the enemy troops, you have to take on the tank yourself. Stay behind cover and keep moving around so the tank will never know where you are going to pop up next.



The tank heads toward 20 after blowing up the wall. Fire at the troops near it from 19. Try to kill the troops and get the tank to come toward you.

Once it does, crouch and make your way through the enclosed area to 21. Avoid being seen by the tank so it will keep moving to 19.



Keep moving to 2, where there's a crate of panzerfausts. As you move in this direction, the German troops usually try to flank you and end up getting killed by your fire team. Grab a panzerfaust and go on a tank hunt. If the tank was lured toward 19, sneak up to 20 and try for a shot at the rear of the tank. If not, use the barrels near 22 for cover. The tank will only go to 20, no closer. Keep using panzerfausts on the tank until it is destroyed.



If any Germans remain in the area, suppress them with your weapon and then order your assault team to assault them.

Finally, meet up with Baker again near 19 to end the mission.



★ MISSION 9: ★ Baupte



Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Team movement



BRIEFING

Date: D + 9 0800 June 15, 1944
Location: Baupte, France
Assets: Assault Team (Friar, Marsh, Paddock); M4A3 Sherman (Andrews)
Enemies: Fallschirmjäger, PaK anti-tank guns, PzKw IV tanks

Orders

Baupte was the town where the 82nd and the 101st were set to link up. Hartsock rides in expecting to find Airborne, but there are Germans instead. Clear the area of Germans as you make your way through the town to secure the church.

EXECUTION

Your squad begins the mission on a bridge outside of Bauppte under fire from German troops.



NEW OBJECTIVE

★ Clear the town of Bauppte.

Historical Note

The 82nd and 101st needed to link up in Bauppte to shore up the southern flank and allow the 82nd to move up to St. Sauveur.



Keeping your assault team behind cover on the bridge, order them to open fire on the enemy troops at ②.



Now order your tank to assault the Germans positioned at ①. This usually causes the Germans at ② to move to ③. Since this group is armed with panzerfausts, quickly move the tank to the road at ⑤. The panzerfaust team now tries to circle around to ① to get in behind your tank. However, your assault team on the bridge will take them out as they run into the open.

TIP

Watch out for German soldiers equipped with panzerfausts. They can quickly take out your tank, making this mission much more difficult to complete. These enemies are located at ②, ⑨, and ⑫ for the first part of the mission.



Lead the assault team to ②. Order the tank to assault the Germans at ④ to clear them out. Then move the tank to ⑥. This flushes out the enemies near ⑦. Order the tank to fire at them to finish them off.

Now order the tank to ⑦. At that range it can fire on the Germans at ⑨ without having to worry about their panzerfausts. Command the tank to suppress those positions.



Meanwhile, lead the assault team to ⑧, position them behind the berm, and have them fire at ⑨ to help suppress the Germans.

TIP

Pick up a panzerfaust from ⑨ to replace your rifle. It will come in handy as you are clearing out Bauppte.

Mission 9: Baupste



That allows you to crouch down and sneak along the stream to **10**. From there you can hit the enemies at **9** in the flank and take them out.



Now lead the assault squad to **11**. From there you can eliminate the Germans with the panzerfausts at **12**.

Your squad is about to enter Baupste. Since there is a Flak 88 anti-tank gun at **16**, leave your tank by this house near **12**.



Lead your assault team quickly around to **13** and position them behind the short wall so they can flank the Germans at **15**. Then move them to **14** so they can flank the enemy manning the anti-tank gun at **16**.



Now quickly move back around through **17** to **18**. From there, catch the Germans at **16** in a crossfire and eliminate them. As soon as you do, a PzKw IV tank arrives and takes up a position near **16**.

Send your assault team to safety near **13** while you lure the tank toward you at **18**.



A crate of panzerfausts sits at this location near **16**. You should already have one, but you need at least two to take out the tank. To get around to this crate without getting killed, get the tank to face you at **18**, then move back through **17**, around through **14**, and on to **16**.



Since the German tank only really sees in an arc at the front, you can sneak around behind it to get a panzerfaust and then take a shot at its rear. Grab another panzerfaust and hit it in the rear or side as it begins to turn to fire at you. Be sure to get another panzerfaust at the crate before you continue.



TIP

If you don't want to risk getting killed by the tank, try this alternative: after moving from 14 toward 16 with the panzerfaust you already have, shoot the tank in the rear, and as it begins to turn toward you, order your tank to assault the German tank. By the time it gets a chance to shoot, it will be able to hit the enemy in the rear or side. If the German tank is not killed and begins to turn to engage your tank, pick up another panzerfaust and finish it off yourself.

Order your assault team and tank to fall in as you move to 19. Instead of going down the main road farther north, move east behind buildings since a Flak 88 covers the street from the steps of the church at 33.



You run into some Germans at 21. Order your assault team to move to 20 and suppress. This allows you to go around the wall to 22 to flank them and take them out. Or you can just move your tank toward 20 and its fire will usually eliminate the enemy.



Move your assault team forward to the wall at 23 so your men can fire on the Germans that appear at 24. While they are suppressed, flank around to 25 and take them out.

Now advance your assault team to 24 to suppress the Germans at 27. Don't bring your tank up since they have a panzerfaust. Instead, move to 26 and fire at the Germans to keep them suppressed while you order your assault team to assault the position and take them out.



To cross the road, you must take out the Germans at 28. Bring your Sherman tank to 27 and order it to fire at the enemy position. You can even climb onto the tank and use the machine gun. Once the enemy is suppressed, command your assault team to assault and take out the enemy.

Lead your assault team north from 28 and around to 29. From there they can suppress the Germans along the walls surrounding the church near 30.



Use the panzerfaust you picked up at the crate when you fought the last tank to go after the second tank at 31. If you move northwest from 29, you can take cover behind a wall and get a nice shot at the tank's rear. Then backtrack to 27 to pick up another panzerfaust and repeat the procedure, or wait to finish off the tank once you get into the church and get some more panzerfausts from the crate.



Mission 9: Baupste

If you did not yet knock out the tank, get it to turn toward you at the wall by 29. Once it does, or if it is already destroyed, rush for the opening to the churchyard at 30 and flank the enemy soldiers inside. Move around to 32 to fire on the Germans manning the anti-tank gun at 33.



Pick up a panzerfaust at the crate near 33. If you need it to take out the tank at 31, use the church walls for cover as you fire. Just be sure to replace the panzerfaust before you leave the church.



Position your tank east of the crate and order it to attack the German PzKw IV.

From the berm west of the crate, fire at the side of the tank with a panzerfaust. Return to the crate to get more panzerfausts as needed to take out the tank.



Now lead your team and tank north to 34. A couple of paratroopers have knocked out an anti-tank gun for you. However, other Americans are under attack at 35.



Once you have knocked out the German tank, a second one appears. Use the same tactics as before. Once it is eliminated, mop up the remaining enemy infantry. You can order your tank to assault them or use your assault team.

Lead your assault team toward 35 and position them at the berm west of the panzerfaust crate. Order them to attack one of the German infantry groups to the north.



Finally, head back toward 34 to meet up with Sgt. Doyle to end the mission.

NOTE

The PC version of the game contains an Easter egg within this level. Once you have completed your objective, but before you meet with Doyle, check out a truck somewhere on the map. That is all I'm going to tell you.

★ MISSION 10: ★ Hedgerow Hell



Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Team movement
- ☀ Hedgerow that can be blown up



BRIEFING

Date:

Location:

Assets:

Enemies: Infanterie, machine-gun positions, halftracks, Flak 36 anti-tank guns

Orders

D + 9 1500 June 15, 1944

Outside of Baupre, France

Assault Team (Friar, McConnel, Paddock)

Fire Team (Campbell, Marsh, Paige)

The enemy has fled from Baupre and taken strong positions in the *bocage* (hedgerows) just south of town. Hartsock and his men must eliminate German forces before they can reorganize and move up to St. Sauveur. Dynamite your way through the hedgerows.

EXECUTION

Lt. Col. Cassidy gives your squad its orders. You have to fight your way through the hedgerows and root out all of the enemy soldiers.



NEW OBJECTIVE

★ Eliminate the Germans in the hedgerows.

Historical Note

The Germans who were flushed out of Baupte were forming up again in the hedgerows and were a threat to the move on St. Sauveur.



Quickly lead your squad east across the road. Germans ahead of you are already firing, so get your teams down to the first hedgerow and behind cover near ①.

To advance, blow a hole in this first hedgerow. Position your teams at a distance to either side. Then place the dynamite and back away so you don't get injured in the explosion.



Don't bother fighting the Germans ahead of you. Instead, leave your teams at ①, make your way to ②, and blow the second hedgerow.

Historical Note

Hedgerows are a topographical feature found in Normandy. During the Roman occupation of this area, farmers would build thick embankments of earth 3–5 feet high and of about the same thickness. Over the centuries, these earthen walls that crisscrossed the landscape became overgrown by thick vegetation and trees, creating defensive positions behind which a few German defenders could tie up large groups of Americans until they were flushed out—and then they retreated to the next line of hedgerows to set up another defense.



Once the hedgerow is breached, advance through it and order your fire team to move to ③ and your assault team to ④. Then order both to engage the enemies behind the sandbags at ⑤.

While they are suppressing the Germans, move around to ⑥ and blow another hedgerow. There is a hedgerow west of ⑤ that can be dynamited if you want to attack the enemy from three sides, but there is no need.



Advance through the breach and take position behind the crates at **7**. From there you can hit the Germans at **5** in the flank.



Order your teams to fall in and then head south down the road. More Germans wait up ahead. Send the fire team to this position at **11** to fire on the Germans in the field at **13**.



Leave your teams at **3** and **4** while you move back to **6**. A German half-track drives down the road from **10**. Once it arrives at **5**, order your teams to fire on it while you hit it from the side. Take out the machine gunner on top to knock out this vehicle.



Your assault team must be positioned at **12** to fire on the enemy at **14**. (These are some of the enemies you encountered as you breached the hedgerow at **1**. However, since you advanced around to the north, you have drawn off some of the previous defenders, including the half-track, so now you have only two groups left.)



German troops have taken up a position along the fence line near **10**. Order your fire team to move to **8** and fire at them.



Crouch and move to **15**. From there you can hit the Germans at **13** in the flank.



Meanwhile, lead your assault team to **9** and blow the hedgerow. The debris creates some cover for them as they fire on the Germans behind the fence. Since the enemy tends to follow you, head back to **8** to help suppress the Germans while you order the assault team to assault them. The



assault team will then move quickly across the field and come at the Germans from the right.

Now make your way to **16** and blow a hole in the hedgerow. Now move behind the feeding trough at **17** and hit the Germans at **14** in the flank.



Mission 10: Hedgerow Hell



Have your teams fall in, then lead them to the barn at 18. Walk through the barn and to the 88mm gun at 19. Plant some dynamite on the gun and blow it up.

Historical Note

Originally designed as an anti-aircraft flak gun, the 88mm Flak 36 was discovered to be excellent at engaging enemy tanks due to its long barrel and high muzzle velocity. In fact, it came to be the best anti-tank gun of World War II, and some consider it the finest one ever. Unlike the Flak 88, the 88mm gun can traverse 360 degrees—allowing it to fire in all directions. This gun's high-explosive rounds were also very dangerous to infantry.



Lead your squad up the road to 20. A Flak 36, located at 24, will fire at you—so keep moving until you are behind the safety of a hedgerow.

Order your fire team and assault team into the shell holes at 20 and 21, respectively. Command them to fire at the German troops in the holes near 25 and suppress them.



Move to 22 and blow a hole in the hedgerow. You usually do not need to go through the opening. Just blowing it and then moving toward 23 forces the Germans in the shell holes to try to avoid being flanked. Your teams can then take them out. If that doesn't work, help clear them yourself. Just wait for the 88 to fire before exposing yourself. You have a few seconds while it reloads before it fires again. Then be either behind a hedgerow or crouched in a shell hole.



Make your way to 25, stopping in shell holes near 23 while the 88 fires. Place dynamite to blow a hole in the hedgerow, and wait for the explosion while hiding in a hole.





After it blows, and the 88 fires, rush through the opening and advance to **26**. From there you can take out the gunners and secure the position.



Order your squad to fall in at your position, then blow up the 88 to prevent the Germans from using it in the future.



Blow holes in the next hedgerow at **26** and **27**. Place one team at each opening with orders to fire on the Germans at **28**.



While the enemy is suppressed, move around to **29** and blow a hole in the hedgerow. From the opening, you can fire at the Germans on the other side from behind. If they move to where you can't get them, suppress them while you order your assault team to rush in and take them out.

You have cleared out the area, but a German counterattack is about to begin. Lead your teams back to the 88mm gun at **24** and position them behind the sandbags.



The enemy approaches from the direction of **20**. Order your teams to fire on individual groups of infantry while you help out. The rifle works best for longer range shots. Don't worry about the halftrack by the road. American reinforcements will take it out once you have dealt with the infantry.



With the objective complete, move toward **20** to meet up with Lt. Col. Cassidy to end the mission.

★ MISSION 11: ★ Run of the Mill



Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Team movement



BRIEFING

Date:

Location:

Assets:

Enemies:

Orders

D + 10 0600 June 16, 1944
 St. Sauveur-Le-Vicomte, France
 Assault Team (Campbell, Friar, Paddock)
 M10 Wolverine (Andrews)
 Fallschirmjäger, machine-gun positions,
 Flak 88 and Flak 36 anti-tank guns

Hartsock prepares to move on the bridge leading into St. Sauveur, but the maps revealed some extra German positions that they had not accounted for. Hartsock and his team are to secure the right flank of the mill house with help from Doyle and his men.

EXECUTION



Your squad is working with Sgt. Doyle's during this mission—each of you taking a flank. He takes your fire team with him, but he gives you an M10 Wolverine tank destroyer in exchange. This map has several anti-tank guns as well as troops with panzerfausts, so use the tank with caution.

NEW OBJECTIVE

- ★ Secure the right flank of the St. Sauveur mill house.

Historical Note

A classic pinching maneuver would involve a number of simultaneous flanks on a single objective.

Lead your squad along the road to ①. Position your assault team behind this wall and order them to fire at the Germans at ③.



Bring your tank up to ②. From there it can attack the enemies at ③ and ④. Don't move any farther down the road or the Flak 88 at ⑤ will fire on your tank.



When the tank moves forward, the Germans at ③ move to ④ to seek cover behind the house. This allows you to move around the left side of the house to hit them from behind. From ④, fire on the crew of the anti-tank gun at ⑤ and secure this area.

Blow up the anti-tank gun and then be sure to pick up an FG42 automatic rifle with a scope. This will come in handy later.



TIP

You face several anti-tank guns during this mission. While it is not required, you can blow each of them up with dynamite after clearing the enemy away. Paratroopers in Normandy would do this as a general rule to prevent the guns from being used again by the Germans, since the paratroopers would have to leave them behind anyway.



Order your assault squad to move to ⑥ and attack the Germans at ⑦. Add your fire from the end of the brick wall. The assault team should have no trouble taking out this enemy. However, keep your tank back since the Germans have a panzerfaust.

Mission 11: Run of the Mill



Move your tank to 8. The Germans now abandon the machine-gun position at 9.



Now clear out the remaining enemies in this part of the map. Move your assault team to 17 and order your men to suppress the Germans at 16. Keep your tank back since these enemies have panzerfausts.



Now send your assault team to 8 to fire on the Flak 88 at 12. They clear the way for the tank to move around the house and assault the machine-gun position at 11.



Then move to the walkway between the two short walls and hit the Germans at 16 from their flank.

Any Germans that have survived your attacks and run away are now at 14. Move your assault team to 13 to flank and eliminate them. Then move your team to 14 to suppress the enemy at 15. Now you can move around to the right of these enemies and hit them from the side to clear out this area.



Order your assault team to take up a position at 16 behind these sandbags. They should fire on the Flak 88 at 18 to suppress the enemy there...

As you approach the bridge, the Germans blow it up. This prevents you from achieving your objective. However, there is nothing you can do about it. No matter how you play, this will always happen.



...allowing you to once again move around to the right and hit the Germans in the flank.



Have your teams fall in and then advance to **19** to meet up with Sgt. Doyle and get your new objective.



NEW OBJECTIVE

★ Capture the 88mm guns and the mill house.

Historical Note

The bridge leading into St. Sauveur attracted some of the most intense fighting on the day of the attack.

Leave your tank where it is for now. You must deal with several anti-tank guns first. Move your assault team to **20** and order them to fire at the Germans at **21**.



While they are suppressing the enemy, head east past the hedgerow that runs perpendicular to the road, then turn right and follow the hedgerow to **22**. There, fire at the flanks of the enemy at **21**. Don't worry if you kill them or not. You will force them to flee to **24**.



Bring your assault team to the berm at **23** and order them to fire at **24** to keep those Germans suppressed.



You must now head for **25**. However, you have to cross some open ground covered by the 88mm gun at **27**. Before crossing to the hedgerow on the opposite side, peek around the hedgerow cover on your side and duck back until the 88 fires at you. While it is reloading, rush to **25**. From behind the berm, take out the crew of the Flak 88 at **26**.



Carefully make your way back to **23**. Once there, order your tank to move to **28** and fire at **24**. This will suppress the Germans there while you and the assault team head for **29**.

TIP

Moving your tank to **28** will keep the 88mm gun focused on the tank, even though it can't hit it, rather than you and the assault team.

Continue around to the wall at **30**, from which you can flank **24** and wipe out any remaining enemies there.



Mission 11: Run of the Mill

Now position your assault team along the wall facing 27 and order them to fire on the 88mm gun.



Now lead your team to 33 and take cover. The 88mm gun should be concentrating on your tank, so continue on to 34 when it is clear.



You must now advance to 31 and throw a grenade at the 88mm gun. This disperses the crew. Then take the crew out, ordering your assault team to assault them if necessary. Once all of the enemies have been eliminated, order your team and tank to fall in here.

Try to pick off some of the crew of the gun with your scoped automatic rifle.



NOTE

If you want to skip the excursion to 25 so you can take out the Flak 88 and bring your tank in closer, just lead your assault team around to 30 and blow up the Flak 88 after destroying the 88mm gun.



This next phase of the mission is quite difficult. There are only two groups of German infantry; however, the Flak 36 at 38 is a danger to your tank and your team. Lead your team to hide behind the tree at 32. Find a spot where the tree blocks the view of the 88mm gun, then bring your tank to this position. Order it to fire at the Germans at 36.

Next, lead your squad to the berm at 35 to fire on the enemy troops on the other side to clear them out.



Now head up the hill to 37; throw a grenade at the 88mm gun and order your assault team to assault it as you suppress the enemy.



NEW OBJECTIVE

★ Take the St. Sauveur mill house.

Historical Note

The Germans who manned the 88s and blew the bridge were isolated in the mill house and needed to be eliminated.



Sgt. Doyle tells you that your team needs to clear out the area around the mill house. Order your team and tank to fall in here before continuing on.

To begin the attack on the mill house, order your assault team to move to 39 and suppress the enemy at 40. Meanwhile, move to 42.



Use the FG42 with the scope that you picked up earlier to take out the soldier on the rooftop at 43. Be careful not to expose yourself to the machine-gun position at 44.



Then edge out into the road a bit and throw a grenade at the Flak 88 at 41. This allows you to bring your tank forward to take out the enemies along the road.

TIP

If you lost your tank earlier, this part will be a bit tougher. Instead of using the grenade on the anti-tank gun, take out the enemy at 40 with the grenade and then move forward to flank the gun.

Order your tank to move forward to 40 and clear out the enemies positioned along the road. Don't go any farther forward or you will take fire from an anti-tank gun at 46.



While the tank is suppressing the Germans at 45, lead the assault team through 41 and around to 47. From there you can throw a grenade at 45 and move up to the road to eliminate the Flak 88 at 46.



Now all that remains is the machine-gun position at 44. Send your tank to 46 and it will do the job for you.

Finally, meet up with Sgt. Doyle to end the mission.



★ MISSION 12: ★ The All-Americans, Part 1



Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Team movement



BRIEFING

Orders

Date: D + 10 0800 June 16, 1944
Location: St. Sauveur, France
Assets: Assault Team (Friar, McConnell, Paddock)
 Fire Team (Campbell, Marsh)
Enemies: Panzergrenadier, machine-gun positions, PzKw IV tanks

Hartsock and his squad are cut off; they need only sweep through the city and eliminate the Germans where they find them, clearing the way for the 82nd and Glider infantry.

EXECUTION

Your squad begins in the map's eastern corner. You have to clear out the northern half of the map during the course of this mission.



NEW OBJECTIVE

★ Clear the city of St. Sauveur.

Historical Note

Elements of the 82nd Airborne were charged with clearing out St. Sauveur so that the 90th Infantry Division could roll through on its way to Cherbourg.

You immediately come under fire from the southwest. Order your teams to begin firing at the enemies at ④ and ⑤.



As they become suppressed, move your teams forward. Send the fire team to take cover at ① and fire at ⑤ while the assault team moves to ② and fires at ④.



From ②, move south and around to ③. Use rubble and short walls along the way as you sneak up on and flank the Germans at ④.



Again, using cover for protection, move to a position behind a short wall at ⑥. Fire across the street at the Germans positioned at ⑤.

Order your teams to fire on the Germans who have moved to ⑦. Then make your way over toward ⑧. Hit this third group of enemies in the flank and take them out.



Leaving your teams in place, advance on your own along the street to ⑨. From there, you can see a German tank near ⑧. Move toward ⑩ so you are behind the corner of the house and hiding from the tank. Keep moving out so the tank can see you. You are trying to lure it to ⑨.



TIP

After taking out a group of Germans, be sure to trade in your M1 rifle for a German STG44. This assault rifle gives you an automatic rate of fire, along with better accuracy than your Thompson. Keep the STG44 with you when you have to pick up a panzerfaust.

As the tank approaches ⑨, move to ⑩ and use the same tactic to focus its concentration on you so it is pointing toward ⑩.



Mission 12: The All-Americans, Part 1



This is your chance to get some firepower to take out the tank. Advance around through 11 toward 8. Take out the machine gunner at 8 from behind. Find a crate of panzerfausts in the rubble near 8.



This gives you an opportunity to move through 14 to 18 and then come up on the flank of the Germans at 15 and take them out.



By now, the tank may be turning around to come after you again. Move quickly back to 11 and then around to 10.



Move your fire team to take cover behind the crates at 15 and fire at 16.

Get in behind the tank or at least get a shot at it from the side. Repeat the process of luring the tank toward 10, then getting another panzerfaust, until the tank is destroyed.



Now advance along the low, grassy area to 19. From there you can take out the machine-gun position at 17 and any other Germans along this street. Don't stay too long. More Germans and a tank wait in the town square area to the south.



Head to 12 and order your teams to meet you there. From behind this wall, order them to fire at the Germans down the street at 15 and 16.

Backtrack to 15 and order your squad to fall in. Then lead both teams to 20, where there is a small alley through which you can move.



Provide suppressing fire as you order your assault team to move to the shell hole at 13 and your fire team to move forward to the corner of the short walls at 14.



Position your assault team by the low wall at 20, then move your fire team to the low wall at 21. Order them to fire at enemies to the west toward 22 and 23.



NOTE

This phase of the mission is very dynamic. The German infantry and tank move around, so you must use your situational-awareness view to keep track of them—especially the tank.



Make your way toward 22, using cover. Get on the flanks of enemies. Before attacking, order your teams to fire on your targets to suppress them. Then when you attack, you will either catch them on their flank or force them to move so your teams can take them out.



When you finally get to 23, fire on the machine-gun position near 24. The shell hole at 24 contains a crate of panzerfausts. However, you should already have one.



Work your way around the area, eliminating all of the German infantry. Don't worry about attacking the tank—just stay out of its way.



Once the German infantrymen are dealt with, the mission becomes a game of cat and mouse between you and the tank. Make sure your teams are in hiding near 21, since you don't want to have to worry about them.

The tank is constantly moving, so it is tough to provide an exact spot from which to attack it. Use the buildings to the southeast of the open area in the center of town to move around so you can get in behind the tank and get a rear shot.



While doing this, try to lure the tank away from the panzerfaust crate so you can restock without being attacked.

A couple of rear hits on the tank will destroy it. Unless the tank is coming right at you, it is better to try to maneuver around for rear shots to reduce the number of times you have to visit the panzerfaust crate and risk getting hit out in the open.



Once all Germans on the map have been eliminated, order your teams to fall in and then lead them to 25, where the mission ends. This is also where the next mission begins.



★ MISSION 13: ★ The All-Americans, Part 2

BRIEFING

Orders

Date: D + 10 0800 June 16, 1944
Location: St. Sauveur, France
Assets: Assault Team (Friar, McConnel, Paddock)
 Fire Team (Campbell, Marsh)
Enemies: Panzergrenadier, machine-gun positions,
 PzKw IV tanks, Flak 36 anti-tank guns

This mission is a continuation of the previous one.

Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Team movement



EXECUTION

Your squad begins in the southern corner of the map, ready to finish clearing out St. Sauveur.



NEW OBJECTIVE

★ Clear the city of St. Sauveur.



Order your fire team to take up position at ① and fire at the Germans down the road at ④.



Order your assault team farther up the road to ② with orders to fire at the enemy at ④ as well.



With your teams in place, advance down the road. As you approach the crates placed across the road, you discover an 88mm Flak 36 positioned at ④. This is a major threat, so it must be taken out as soon as possible. Make your way through this hole in the wall of a building as you advance to ③.

Your movement forces the enemy at ④ to reposition toward ⑥. Continue to ④ and take cover behind this rubble.



From this position, throw a grenade at the 88mm gun. You may not kill the crew, but the grenade forces it to disperse. Once the Germans are off the gun, they will not move back to use it again—effectively removing it as a threat.

Order your assault team to take up a position at ④ and fire at the Germans near ⑥.



Backtrack toward ② and then order your fire team to move to ⑤ and add their firepower to suppress the Germans in the area.



Advance around the side of ⑥, taking out any enemies still hiding around the gun. Your movement usually flushes them out so your teams can hit them. Once it's clear, place an explosive on the gun and blow it up.



All that remains now is the machine-gun position at ⑦. Move through this hole in a wall toward ⑧.

Use the debris as cover as you move past the machine-gun position so that you can fire at it from behind and eliminate the gunners.





Order your teams to fall in, and continue northeast toward **9**, where you see orange smoke and link up with Sgt. Doyle.



A German tank appears and fires a round that hits nearby and blows you off your feet. When the effects of the stun wear off, get into action—two German tanks require your attention.

Order your fire team to move behind this rubble and fire at the German infantry at **15**. Keep your assault team here as well.



Go after some panzerfausts. There are crates at both **11** and **14**; however, it is best to go to **11**. Use cover as you skirt the edges of this area.



As you move, try to flank the Germans at **12** and eliminate them as a threat.



Once you get to the crate at **11**, switch to your rifle and exchange it for a panzerfaust. Find a tall wall southeast of the crate to hide behind; check your situational-awareness view to see where those tanks are.



As you have done in the past, stay low and move around to hit the tanks in the side or the rear. Try to avoid rushing directly back to the crate; you want to lure the tanks off to one side so you can easily sneak up on their rear after grabbing another panzerfaust. As long as you stay in the area around **11** and **12**, you should be safe from the Germans at **13**—especially if you have your fire team suppressing them.



Once both tanks are knocked out, bring your teams forward and finish off any German infantry still in the area.

NEW OBJECTIVE

★ Clear the remaining enemies from the city.

Order your team to fall in and then move to **15**. In this next area, you are up against three groups of infantry and an 88mm gun. To get started, place one team behind each of these walls on either side of the road and order them to fire at the German troops at **17**.





While they are suppressing this enemy, move along the left side behind the rubble to 16 so you can get on the flank of the Germans at 17 and take them out.



You have been protected from the 88mm gun by rubble, but now you have to move out where it can see you. Be sure to take cover as much as possible. Quickly move to 18. Order your fire team to take position there and fire at the Germans at 21.

Order your assault team to fall in and then lead your men around to 19, commanding them to fire at the German infantry groups near 21.



It is now time to silence that Flak 36. Move to 20 and take cover behind the low wall. The gun is directly behind a stack of crates. Look up at about 60 degrees above the horizon, while lined up at the crates, and throw a grenade. It should land right on the gun, taking out the crew. If it lands close, the crew will jump off the gun and act as infantry.



Now, along with your teams, move around to flank the remaining Germans in the area and eliminate them.

NEW OBJECTIVE

- ★ Place an orange smoke grenade at the top of the hill to signal in air and ground support.

Historical Note

Elements of the 90th Infantry Division were waiting for the final signal before rolling into St. Sauveur.

Head over to the 88mm gun and blow it up.



Finally, to end the mission, and the story campaign, walk up to the crate and place an orange smoke grenade on it to signal that the city is clear. Good job, soldier!



★ U.S. SKIRMISH MISSION 1: ★ High Ground

NOTE

I want to personally thank Erick Van Houten at Gearbox for playing, guiding, and mentoring me through all 10 skirmish missions.



This game features a new type of mission—the skirmish. This is essentially a combat mission outside of the storyline of the game designed to be played cooperatively by two players. However, a single player can also play through all of the skirmish missions. A great feature about skirmishes is that you play as both the Americans and the Germans; each nationality has five missions.

Skirmishes feature two teams plus one or two players. For solo missions, the player controls both teams, while in two-player skirmishes each player gets a team. If one of the players is killed, the surviving player takes control of both teams. Solo play is considered one difficulty level higher than for two players. Therefore, a novice solo mission is more like an intermediate two-player mission, primarily because you have only five soldiers rather than six altogether.

During skirmish missions, you choose to play as one of two characters for each nationality. The differences are in the weapons with which they begin. Here is a listing for each character.

Skirmish Characters

Name	Initial Weapons
Matt Baker	M1 carbine, M1A1 submachine gun
Joe Hartsock	BAR, M1 Garand
Theodor Luether	MP40, K98 rifle
Lukas Wilhelm	FG42, K98 rifle

There are four different ways to play the skirmish missions. The main way is the **objective-based** mission. Specific objectives must be accomplished to complete the mission.

For **timed assault** missions, you must eliminate all enemy forces in a limited amount of time. Time is awarded for killing enemies. Using your squads to do so awards more bonus time. Unlike in the objective missions, there are no checkpoints where your missions save.

Defense is the third type of mission. Here you must test your endurance against waves of opponents—with each wave tougher than the last. See how many waves you can withstand.

The final type of skirmish is the tour of duty. For this, you play through the five American or five German missions all in a row. There are no checkpoints, and if you die, you have to start the tour at the beginning. Also, if any members of your team are killed, they are not replaced at the start of the next mission. There are 3 levels of difficulty for tour of duty from the start. The player can unlock the next difficulty by playing and completing the highest available tour.

BRIEFING

You must take the bunker and destroy the Flak 36 guns. Once there, hold the position.

Legend

- # Locations mentioned in text
- Enemy positions
- Player movement
- Enemy movement

N
←

EXECUTION

NEW OBJECTIVE

- ★ Take the bunker.



Whether you play this mission with one or two players, it pretty much runs the same way. Start off by sending a team to **1** to cover the northern trenches.



The other team, and even a second player, should take up a position in the bunker at **2**. This allows them to provide suppressing fire across the trench lines.

The other player is the flanker. Move south along the western trenches and then east toward **3** and **4**. Along the way, the team in the bunker should be suppressing the German infantry as you move to flank them.





The team at ② should shift fire to the Germans in the bunkers to the east as the flanker moves toward ⑤. This soldier can get in behind enemies while the team in the bunker suppresses them from the west. This movement usually forces the Germans in

the northern part of the trenches to move west toward ⑥ to avoid being flanked—right into the sights of the team at ①.

After clearing the trenches, assemble your teams at ⑦ and clear out the bunker if any enemies are still inside.



NEW OBJECTIVE

★ Destroy the AA guns.

Your new objective is to take out the three Flak 36 guns. Start off with the northernmost gun. Position teams around ⑧ to fire on the Germans at ⑨ while the players move around to flank them from the rear. If the enemy turns to engage the player, order a team to rush in and take them out. Plant an explosive on the gun and then move back while it blows up.



Position a team at ⑨ to fire on the second gun at ⑩ while the players move around to flank it from the west. If you try to hit it from the east, you are likely to take fire from the third gun emplacement. The key is suppressing the defender and then assaulting.

Use ⑩ as a firing position for attacking ⑪. Another good way to clear out a gun emplacement is with a grenade. Throw it so it drops next to the gun. If you have two players, coordinate so you throw grenades at the same time to land on either side of the gun. Any Germans who remain in the emplacement will be killed, while those who run away will be hit by your teams.



Once you have blown up all three AA guns, your second objective is complete.

NEW OBJECTIVE

★ Defend the position.

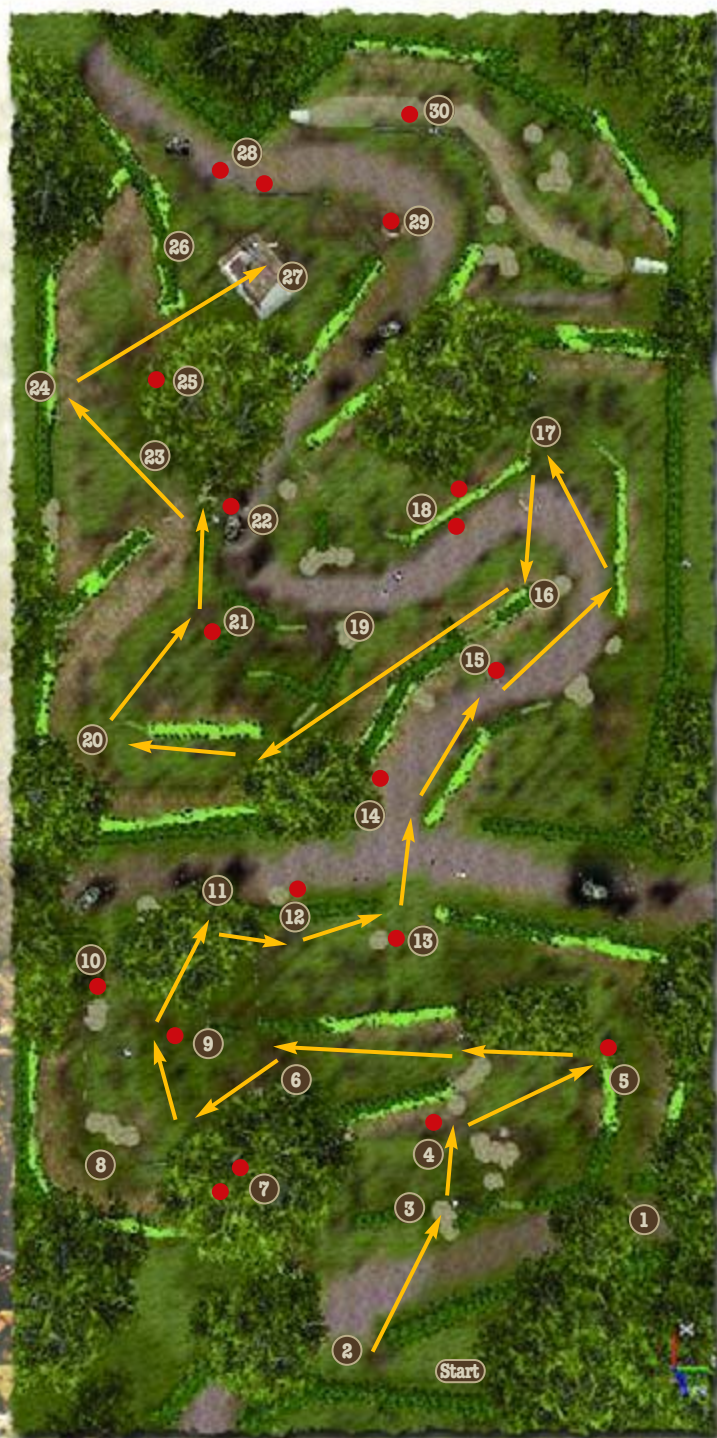


For the final objective, defend the area against Germans attacking from the east. Move one of your teams to ⑫ and the other to ⑬. Take cover behind berms and just keep killing enemies as they approach.

If one player dies, the other will continue on and take control of the second team. Once all waves of Germans have been eliminated, the mission is complete.



★ U.S. SKIRMISH MISSION 2: ★ Broken Tanks



BRIEFING

German tanks were bombed by American aircraft before they reached your position, leaving a number of Germans on foot. Eliminate any survivors.

Legend

- # Locations mentioned in text
- Enemy positions
- Player movement



EXECUTION

NEW OBJECTIVE

- ★ Eliminate any remaining soldiers.

Start off by moving the assault team to **1** to suppress the Germans at **5**; shift the fire team to **2** to attack the enemy at **7**.





Move to ③ and from there take out the Germans at ④. Continue to their position and flank the enemy at ⑤. Order the assault team to move to ④ and then fire at ⑦.

Now move to ⑥ to flank the Germans at ⑦ from the rear. Order both teams to go to ⑧ so they can suppress the enemies at ⑨ and ⑩. As you make your way around to ⑨, these Germans move to avoid being flanked and can then be taken out by you or your teams.



Order both teams to the shell hole at ⑪. From there they should suppress the Germans at ⑫ and ⑭. Move into the fenced area and take out the enemies at ⑬. Then come around and flank the groups at ⑫ and then ⑭ as they are suppressed.



Now send both teams to ⑭ to fire at the Germans at ⑮. After they are suppressed, move down the hill and kill them. Send both teams to ⑯ and order them to fire at ⑰. Meanwhile, you go to ⑱ to flank.

Send your teams to ⑲ to begin attacking the Germans at ⑳ and ㉓. Move back to ⑰ yourself, then along the fence line and around to ㉒. From there you can flank the enemy at ㉑, then move to ㉑ to flank the Germans at ㉒.



Order the teams to ㉔ to attack the enemy at ㉔. Advance to ㉕ so you can hit those Germans in the flank.



Move up the hill to the barn at ㉗, ordering your teams to ㉖. From there they can suppress the enemy at ㉘, allowing you to kill them.

Now move the teams forward to ㉚ to suppress the remaining Germans at ㉙ and ㉛ so you can move around and flank them. Once all enemies have been eliminated, the mission is complete.



★ U.S. SKIRMISH MISSION 3: ★ Through the Valley



BRIEFING

Clear the valley of German soldiers. If you play as Matt Baker, you carry a sniper rifle and move along the upper path in the south. Joe Hartsock moves along the lower path to the north along with the two teams. If you play this solo, play as Baker.

Legend

- Player movement (Baker)
- Player movement (Hartsock and the two teams)

N

NOTE

This mission is a bit tougher when playing solo; as Baker, your movement and ability to see things below can be limited. This makes it tough at times to get your teams in the right spots. The map included here shows the general movement paths for Baker and the two teams. When playing with a second player as Hartsock, one of the teams falls under that player's control.

EXECUTION

NEW OBJECTIVE

- ★ Clear the valley.

Hartsock and the two teams start out at the western end of the valley with Baker up above to provide cover with a sniper rifle.



Though Baker is fairly safe from the enemies below, as long as you use cover when available, you also face enemies along the upper path. Don't keep your eye to the scope all the time.



One of the teams, with Hartsock if you have two players, should be moved north up the hill to the upper field. Stay to the left and use the haystacks for cover as you take out the enemies in this area.



Meanwhile, Baker at the top of the hill line to the south must advance along the path, picking off enemies with the sniper rifle. Unlike other weapons in the game, the sniper rifle is extremely accurate. In fact, you can even take out an enemy if all you can see is his helmet.



While playing solo, remember to keep your teams moving. The suppression indicators are really helpful for locating enemy troops. Be sure to look for cover for your teams to take position behind.

The teams down below should flank the enemies or suppress them—especially those behind buildings or other cover that prevents Baker from taking a shot. While the teams may not be able to hit the Germans, they may force them to move out into Baker's line of fire.



Once you get to the house at the end and take out the Germans there, the mission ends.

★ U.S. SKIRMISH MISSION 4: ★ Last Stop



BRIEFING

Blow up the bridge to break the German supply route, then destroy a train car carrying German supplies.

Legend

- # Locations mentioned in text
- Enemy positions
- Player movement



EXECUTION

NEW OBJECTIVE

★ Destroy the bridge and train cars.



At the start, order your fire team to the fence at ① to fire at the Germans on the railcar at ④. Then lead the assault team down under the bridge at ② and on to ③. Continue to ⑥ so you can flank and kill the enemies at ⑤.

U.S. Skirmish 4: Last Stop



Have both teams suppress the enemy at ④ while you move under the bridge by ⑤ and plant an explosive—pull back so you don't take damage. Order both teams to fire at the machine-gun position at ⑦ while you move in to take it out. Next, order your assault

team to take up a position behind the log south of ⑦ and begin attacking the enemy at ⑨.



Lead the fire team to ⑧ to also fire on the Germans at ⑨. While the teams are suppressing, move to ⑩ to take out this group from the flank.

Now lead the fire team up the ramp and onto the bridge at ⑪ to fire on the enemy below at ⑮. While they begin suppressing enemies on the western side of the railroad tracks, head down to ⑫ and lead the assault team under the bridge there to approach the machine-gun position at ⑬ from behind.



Suppress it and order the assault team to assault it. Then have your teams suppress the Germans behind the fence at ⑭ while you rush up the hill and take them out from the flank.



Order the fire team to suppress the Germans at ⑰ while you lead the assault team to ⑱ to flank them. Continue to ⑲ and order your fire team to fall in while you send your assault team across to ⑲ as you suppress any enemies near there.

Lead the fire team to ⑳ and suppress any Germans to the south while you order your assault team to ㉑ to hit them in the flank.



Now order your fire team to ㉒ to attack enemies near ㉔. While they are suppressed, lead the assault team to ㉓ and then on to ㉔ to kill the remainder of the Germans who come at you from the direction of ㉕.



Once all the Germans have been eliminated, place an explosive on the train car and blow it up to complete the mission.



★ U.S. SKIRMISH MISSION 5: ★ Taking the Hill



BRIEFING

Capture a heavily defended observation post set on a hill.

Legend

- # Locations mentioned in text
- Enemy positions
- Player movement

N

EXECUTION

NEW OBJECTIVE

- ★ Clear out the farmhouse of German forces.



This is actually a very involved mission for a skirmish. It is tough to play solo since it requires a lot of flanking. From the start, move your fire team to ① and suppress the Germans at ③. Then lead your assault squad to ② to flank them.

Now lead both squads across the road to ⑤ quickly to avoid fire from the enemy position at ④. Order your fire team to suppress the Germans at ⑥ while you lead your assault squad around to ⑦ to flank them. Now suppress the enemy at ⑧ with your assault team, then move the fire team to ⑥ to flank this group. Finally, your fire team must suppress the soldiers at ⑨ so your assault team can flank them from ⑩.





Position your fire team by this barbed-wire opening at 13 to cover 12. Then lead your assault team to 11 and blow a hole in the hedgerow. This forces the enemy at 4 to move to 12 and get hit in the flank by your fire team.

Cross the road again to 14. Set up your fire team here to fire at the Germans at 15.



Then lead your assault team to 16 to flank them. As the Germans move to 17, bring the fire team up to 18 to take them out.



More Germans appear at 18. Suppress them with your assault team and then move your fire team to 19 to flank them. Finally, blow the hedgerow by 19 to complete the checkpoint.



Order your fire team to move behind the car at 20 and fire at 29 while you lead the assault squad to 2, taking out the gunner at 21 along the way. Suppress the Germans at 22.



Now lead the fire team around to 23 to hit the enemy at 22 in the flank. Advance to 26 while the assault team moves to 25 to take out any Germans who have moved into the area between these two points. Finally, move your assault team to 27 while your fire team makes its way around to 28 and you continue on to 30. You now

have the enemies at 29 surrounded and can take them out.

NEW OBJECTIVE

★ Capture the observation post.

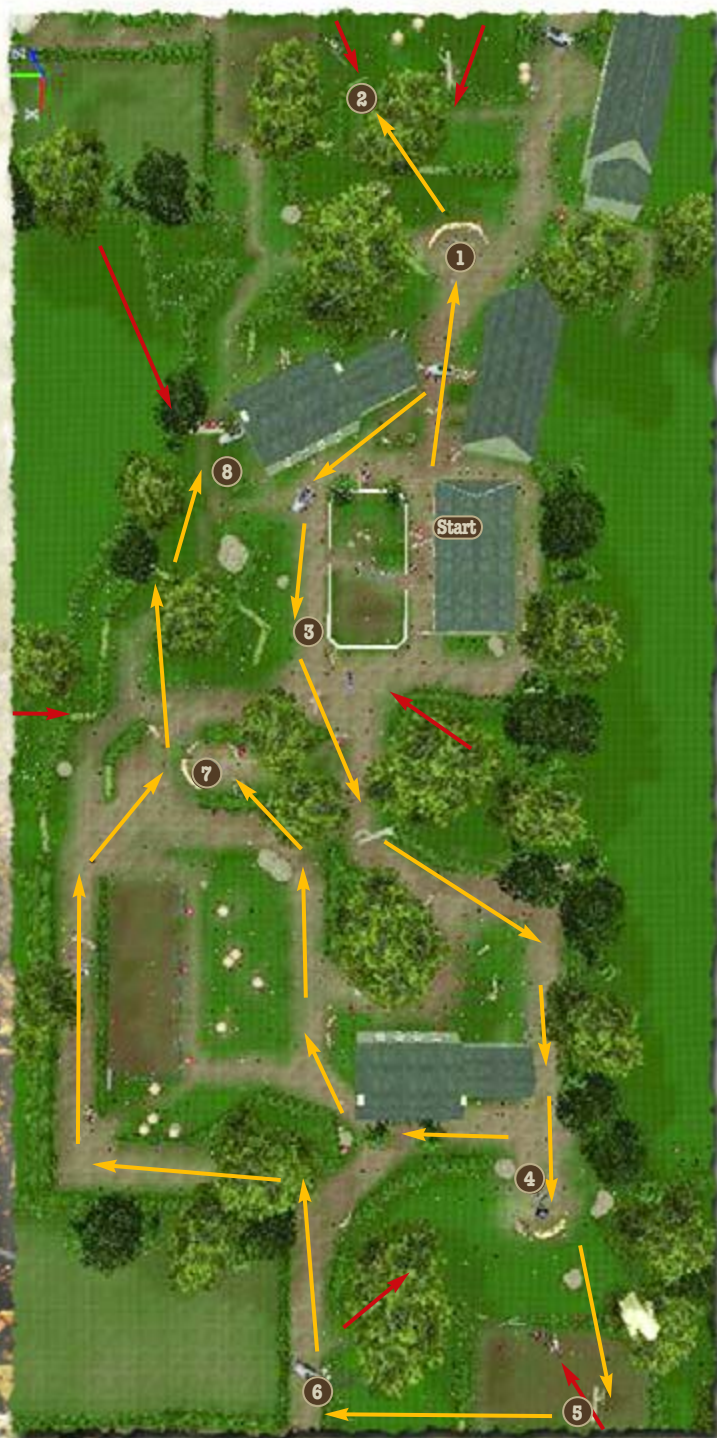
Blow holes in the hedgerows at 31 and 32. Advance east, positioning your assault team behind the log at 33 to fire at 34 while you lead your fire team around to 35 to suppress the Germans in the bunker at 37.



This flanking move allows the assault team to advance to 34 and continue to 36, clearing out the Germans around the bunker. With the Germans in the bunker suppressed by the fire team, the assault team can rush into 37 and take out the enemy to complete the mission.



★ GERMAN SKIRMISH MISSION 1: ★ Night Lights



BRIEFING

Defend three Flak 36 gun positions from American paratroopers.

Legend

- # Locations mentioned in text
- Player movement
- Enemy movement



EXECUTION

NEW OBJECTIVE

- ★ Defend the western anti-aircraft gun.

Your squad begins in a barn near the map's center during this night mission. Since it is dark, you really need to rely on suppression indicators and the situational-awareness view to find enemies. The AA gun you must defend is at ①. Send both of your teams to this gun and position them behind the sandbags to defend against paratroopers coming from the west.



TIP

While your objectives are to defend the guns, the Americans will not just charge into your sights. Instead, you will have to use your teams to fix them with suppressing fire while you move around to flank them or flush them out so your suppressing teams can take them out.

After you have eliminated the paratroopers that are there initially, leave your fire team at the gun, then lead your assault team toward ②. From the wooden gate in the hedgerow, attack other Americans that you could not get from the gun. When only a few remain, suppress them and order your team to rush in and finish them off.



While one team stays at ④, lead another east toward ⑤ and then around to ⑥ to flank the Americans attacking from the southeast.



NEW OBJECTIVE

★ Defend the eastern anti-aircraft gun.

The paratroopers are now trying to hit you from the opposite direction. Lead your team back toward the center of the map to ③ to begin defending against Americans attacking from northeast of the barn where you started the mission.



Now head toward ⑦ to defend against an attack coming from the south. Move along the southern edge with a team to catch the enemy in the flank.



Meanwhile, the other team can head straight from ④ to ⑦ to form a base of fire to the south to hold the Americans in place so the other team can flank them.



For this mission, it is great to have a second player who can take one of the teams to form a base of fire near the barn so the team at ③ can come around and flank the enemy from the south.

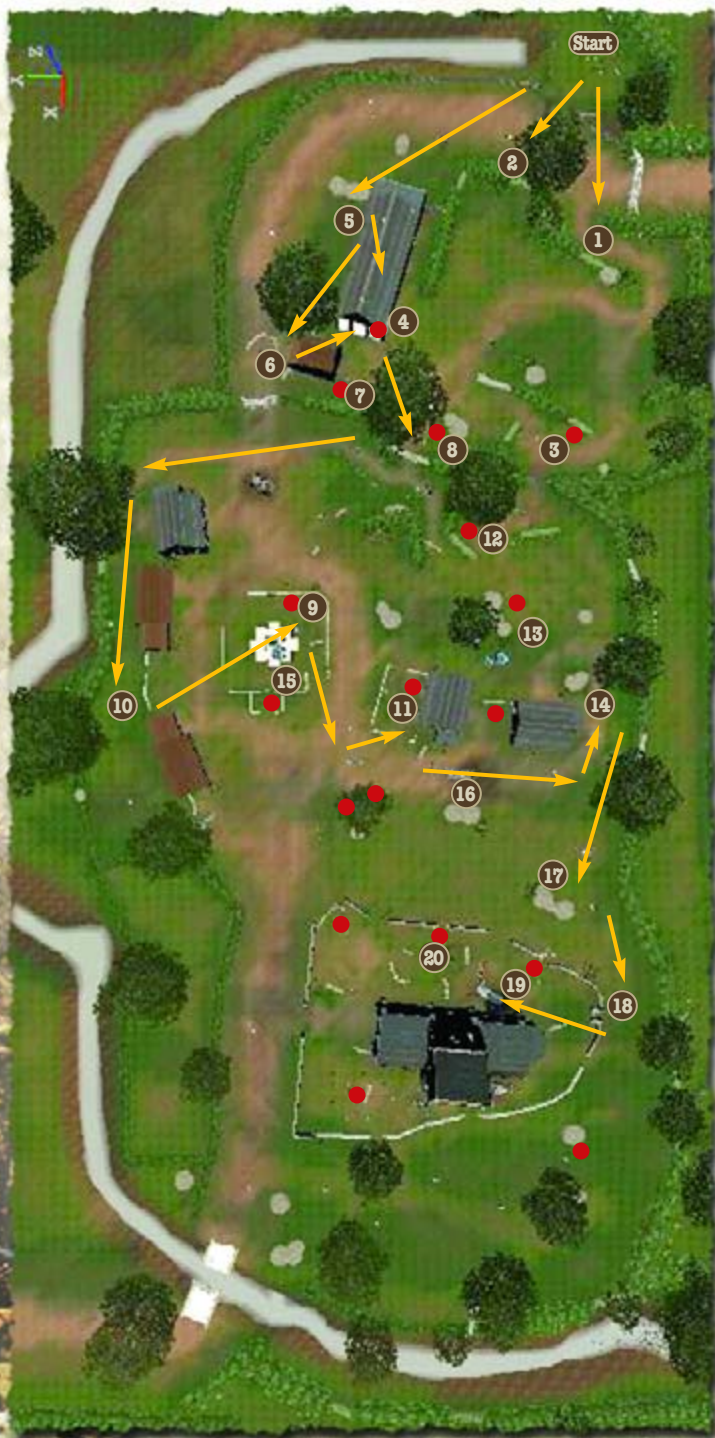


With the area around the barn clear, lead your teams down to the eastern AA gun at ④. Engage the Americans who approach from the east.

Finally, move your teams to ⑧ to defend against a final push by the Americans from the southwest. Once they are eliminated, the mission is a success.



★ GERMAN SKIRMISH MISSION 2: ★ Taking Back the Hamlet



BRIEFING

Recapture the hamlet to ensure a safe route for German supplies.

Legend

- # Locations mentioned in text
- Enemy positions
- Player movement

N



EXECUTION

NEW OBJECTIVE

- ★ Secure the hamlet.



This is another tough mission played solo. You will have to move around a lot to get your teams in the right positions. Start off by ordering your fire team to move to ① and your assault team to move to ②. They should fire on the enemies at ③ and ④, respectively.



Now make your way around to 5 and enter the house. Move behind some crates and take out the Americans at 4.



Now flank the enemies—which can be at either 6 or 7—to hit them from the side. Then move to 4 and pick off the enemies at 8.

Move your teams forward to fix and flank the enemy at 5 to clear out this first area. To enter the next area, lead your teams through the opening near 8 and order your fire team to attack the Americans in the square at 9.



Lead your assault team around to 10 to fire into the square on the flank of the Americans, while you rush in to take them out.



Bring both of your teams to 9 as you suppress the enemies at 11 while you move east and then north to hit them from the flank.



Bring your assault team to 11 and have your teams suppress the enemies at 12 and 13. This allows you to move around to 14 and hit them in the flank.



Now move your fire team to 15 and your assault team to 16. Order them to suppress the enemies in the churchyard at 19 and 20. Try to take some of them out from 17 with a grenade.



Finally, move around to 18 so you can take out the enemies from the flank. Advance into the churchyard to finish them off and complete the mission.



★ GERMAN SKIRMISH MISSION 3: ★ The Warehouse District



BRIEFING

Eliminate U.S. forces from the warehouse district.

Legend

- # Locations mentioned in text
- Enemy positions
- Player movement

N →

EXECUTION

NEW OBJECTIVE

- ★ Clear the warehouse.

This mission can be intense. Take your time and position your teams to suppress while you flank. Position your teams at 1 and 2 to fire at the enemy at 4.



Make your way to ③ to flank the Americans at ④. Move one of your teams to ⑤ to suppress the enemies at ⑥ while you move to ⑦ and hit them from behind.



Now make your way to ⑧ and take out the enemy at ⑨ from the side.



Order one team to ⑩ to suppress the Americans at ⑪. Then lead the other team to ⑫ to flank them. Order them to next fire at ⑭ while you bring the other team to ⑬ to suppress the enemy at ⑮.

From ⑬ move south to kill the enemy at ⑮, then continue to ⑮ to remove the Americans at ⑮.



Move your team from ⑫ to ⑮ to suppress the enemy at ⑮. Then while the other team suppresses ⑮, move in and kill from the flank. Lead the team at ⑮ to ⑮ to finish off the last enemy at ⑮.

NEW OBJECTIVE

★ Defend the 88mm gun.



Move your teams to ⑮ and ⑮ to suppress ⑮ and ⑮. Then move to ⑮ to kill the Americans at ⑮ and then on to ⑮ to take out the enemy at ⑮. Now move your teams to ⑮ and ⑮ to suppress ⑮ and ⑮ as you move to ⑮ and then ⑮ to eliminate both of these threats.

Move one of your teams to the shell hole at ⑮ to suppress the Americans at ⑮. This allows you to move around to ⑮ and then flank them. Order the other team to move to ⑮ and for both teams to suppress the enemy at ⑮. Now move around to ⑮ to flank the Americans your teams are suppressing. Finally, move your team in the shell hole to ⑮ to suppress the enemy at ⑮ so you can flank them from ⑮.



Now that you have cleared the area around the 88mm gun, you have to defend it against a counterattack. Put your teams in the shell holes west of ⑮ while you head back to ⑮. From there, work your way east and then around to the south to flank the enemies while your teams suppress them.



Once all Americans have been eliminated, the missions ends.

★ GERMAN SKIRMISH MISSION 4: ★ Holding the Line



BRIEFING

Hold your position as the American paratroopers work to break the line and reach the 88mm ammo dump.

Legend

- # Locations mentioned in text
- Player movement
- Enemy movement

N



EXECUTION

NEW OBJECTIVE

- ★ Eliminate the American paratroopers.

NOTE

For this mission, basically you move to three different locations and defend at each against waves of Americans as they attack your position.

German Skirmish 4: Holding the Line



Right at the start order both your teams fall in and run west toward ① to the most forward trench. Have your teams set up along the trench line extending north from ①.

Three waves of three two-man groups of Americans will attack your position. They approach from the west randomly, so readjust your teams' positions appropriately for each wave. Rather than relying on your teams to fire on their own, order them to fire on the attackers nearest them while you move to support whichever position is being assaulted most heavily.



After the last man in the third wave falls, quickly order your teams to fall in; retreat to the trenches at the top of the hill near ②, where you started the mission. Set up along the trench line again.

This time the Americans come in three waves of four groups. Use the same tactics as on the front line, but reposition your squads after each wave to best defend against the random attacks from the north and west.



After you have defeated this second round of attacks, the mission saves at a checkpoint. This is your cue to lead your teams to the house behind your line near ③. The Americans assault this last position from the northwest, west, and southwest.



Take up a position in the house or in the circle of sandbags to the north. Survive four more waves of attackers to finish the mission.



★ GERMAN SKIRMISH MISSION 5: ★ Through the Rubble



BRIEFING

Make your way through an American-occupied city to rendezvous with a German tank unit.

Legend

- # Locations mentioned in text
- Player movement



EXECUTION

NEW OBJECTIVE

- ★ Rendezvous with German tank unit.



Area 1



Your squad begins in the southwest corner of the map. This mission consists of six main areas of combat. Start off in area 1 by moving your teams east to the long wall to suppress the enemies to the north. Use the hole in the building to the northeast to flank this group from the right.

Move a team up into the field to suppress Americans farther north. Continue around to the left to flank them and clear this section.

Move east until you reach an L-shaped stack of crates. Snipe the two exposed soldiers to the south. Leave a team here and take the other team around the house to your right to approach the remaining Americans from the west.

When they move to take cover against you, suppress them and then order the team by the crates to rush in and finish them off. Now head east into the street.



Area 2



Order your teams to take cover behind the nearest objects in the street. Suppress the two nearest enemies, then take a team to flank along the east side of the building, hitting them from the cover of a wall to the right.

Leave the team here to suppress the Americans to the north while you move west through the building into the street. Bring the other team with you and head north until you can see the next group of enemies to your right. Use the debris in the street as cover while you flank around to take them out.



Area 3



Position a team behind the barrels in the street and order your men to suppress the Americans down the road while you head west through the alleyway. Take cover behind the wall on your right. Suppress the nearest enemy and flank around the building to the east. Use the boxes in the next alleyway as cover to finish the enemy. Next, suppress the enemy to the north and order your teams to fall in. Flank on the west side, using the barrels as cover, and leave a team here to suppress. Make your way around the destroyed house, using the overturned table as cover. Use the pile of rubble on the north side of the house to take out the machine gunner. Take cover behind the sandbags to take down the remaining Americans. Now head northwest down the road.

Area 4



When the machine gun begins firing on you, position your teams behind the rubble and suppress. Take one team north into the alleyway with the broken walls. Set them up behind the first rubble and continue north. When the American group enters, order your team to

suppress. Use the barrels on the northernmost end of the field to flank them and finish them. Another American group blocks the alleyway leading west. Retreat and head back to where your other squad is still taking cover.

Head left through the broken house and take cover. Suppress both enemy squads. Personally enter the ruin to the left and use the vantage point from the second-floor window to fire down on the forward American squad. Bring a team to the wall west of your position, by the large intact house, to lay fire on



the other enemy group that should now be in the westernmost corner of the field. Go around the other side of the house. From the northernmost wall of the field, quickly snipe the exposed machine gunner. Take cover behind the barrels in the L shape at the corner of the house and suppress the squad your fire team is firing on. When the Americans retreat behind the boxes, order your team to rush in and take them out.



One enemy remains in the field. Position one of your teams against one wall of the triangle while you take the other down the first alleyway you entered in this combat area to flank. Position one team on the westernmost wall of the courtyard, by the house with the machine gun in

it, to suppress the enemies in the backyard. Take the other team around the other side of the houses, through the alleyway, to flank. Continue north through the backyards.

Area 5



Move the squad north to the stone wall closest to the enemies. Order them to suppress two American groups—one behind a short wall and some barrels, the other just beyond behind a pile of rubble. Move east in between houses to flank the first American group.

After killing them, use both teams to assault the enemies behind the rubble. Before the teams reach the rubble, approach the enemy from the east side of the broken house, through a door opening, and fire on them. This confuses the enemy and prevents you and the teams from taking much damage. Send both teams behind the cover of rubble to the east, right next to the street. Order them to suppress the enemies down the street. Now move north around the back of the houses. One house is missing some walls and its roof. The last window has some barrels in front of it. Use this window to kill the enemies to your south in the street.



Continue east around the last house and turn south. Approach the stone wall carefully and kill both Americans standing there. Travel west down the street to the barricade and look south. Move both teams to the first stone wall in the grass so that they have cover against fire from the

east. Order them to suppress the last enemies on the south side of the house. Go back around the house and flank them from their rear. Follow the objective arrow through the house wall and into the park.

Area 6

Position each team behind a tree on both sides of the center walkway. Have one suppress the Americans that run up under the bridge, behind the boxes, and use the other to suppress the ones to the east hiding behind the stone wall. Flank and assault the enemies by the stone wall, and from there finish off the guys under the bridge. Move one team up with you, behind the boxes, and send the other behind the tin sheets, suppressing the enemies at the next bridge. From the first bridge, pick off the Americans on the path to the left. After killing them, move to their position, take cover, and finish the rest. There are three groups—one under the bridge behind some boxes, one on the bridge, and one behind the south wall, against the east bushes. They all need to be sniped. After killing them, follow the objective arrow until the mission ends.



★ MULTIPLAYER MISSIONS ★

PLAYING A MULTIPLAYER MISSION

The multiplayer missions play similar to the story and skirmish missions, with a few exceptions. As in the other missions, the players command teams and engage enemy teams. Each player is given an objective to complete and a set amount of time to complete it. Unlike in story or skirmish missions, the players in multiplayer missions can respawn into other squad mates upon their death.

TIP

Don't forget that you can order reinforcements when your team members are killed. You have a limited number per mission.

Common Objectives

Each player receives an objective specific to the mission he or she is playing. In addition, some common objectives apply to all multiplayer missions.

A timer in the upper left-hand corner of the screen is set to 10 minutes. Once this timer runs out, the designated defender for the mission wins. This is referred to as a "timer victory."

There is also a "reinforcement victory." Players in a multiplayer mission have a set number of reinforcements they can call in. If all players on one side run out of reinforcements and can no longer respawn, their opponents are declared the winners. Initial reinforcement sizes depend on the map and the number of players involved.

NOTE

I want to thank Joshua Ridenhour, Bryan Hrcir, Phil Chapman, and John Burris at Gearbox Software. They were great to share their tips and insights for each of the multiplayer missions.



ABANDONED STREETS

This map shows the path the Americans should take to exit the map with the documents.

BRIEFING

American troops must locate and deliver crucial maps to the other side of the city. German soldiers have set up camp just outside the only exit to the town and are ready to prevent anyone from leaving.

OBJECTIVES

American: The Americans must grab the set of documents and exit the map.

German: The Germans are designated as defenders and must prevent the Americans from exiting for 10 minutes.



TIP

The cover in the center of this map makes the best avenue for the Americans to push forward with the documents.

**Josh's
Tip**

TIP

The Germans should push toward the town center to get the best defensive location on the map.

**Josh's
Tip**

AID STATION

This map shows the path the Germans should take to get the medical supplies and then return to the church/aid station.

BRIEFING

The Germans are trying to gather supplies from the ambushed truck near the edge of town. The Americans are working to prevent the Germans from retrieving supplies and returning to the aid station.

OBJECTIVES

American: The Americans are the defenders on this map and must hold the Germans for 10 minutes.

German: The Germans must get a set of medical supplies and return to the church.

TIP

The Germans should take the path closest to the American fire team spawn point to avoid the American's superior cover in other areas.

**Josh's
Tip**

TIP

If the Germans get the supplies, the Americans should not try to give chase, but instead they should move quickly toward the church to cut off the German advance.

**Josh's
Tip**

AMBUSH AT ANTERBIEN

This map shows the path the Americans should take to exit the map with the documents.

BRIEFING

The American soldiers are trying to deliver orders to a convoy waiting on the far side of the village. German troops have set up an ambush to stop them.

OBJECTIVES

American: The Americans must grab the documents and exit the map.

German: The Germans are designated as defenders and must prevent the Americans from exiting for 10 minutes.

TIP

This map has three distinct movement options. The fenced backyard has good cover and flank opportunities for both sides.

**Josh's
Tip**

TIP

If playing against one opponent, the American player should use the German spawn location to his or her advantage.

**Josh's
Tip**

TIP

As the Germans, your best line of defense is to fall back to the extraction point, set your men up on the left and right hedgerows, and defend the main road yourself. Move one of your squads to help on the main road according to which flank the enemy is using.

**Bryan's
Tip**

AMMO DEPOT

This map shows the path the Americans should take to reach the explosives and hit both boxes.

BRIEFING

The Germans are guarding a small cache of weapons and ammunition. The Americans must destroy the ammo depot.

OBJECTIVES

American: The Americans must grab explosives and destroy two ammo supply boxes.

German: The Germans are defending the boxes and must not let both boxes be destroyed for 10 minutes.

TIP

The Americans must assault to get the explosives before the Germans have time to set up an effective defense.

**Josh's
Tip**

TIP

After placing the bomb on the explosives closest to the German spawn point, the Americans should use their squads to cover the advance on the next gun.

**Josh's
Tip**

SHATTERED WINGS

This map shows the path the Americans should take to pick up the explosives and hit both guns.

BRIEFING

American gliders are inbound. Paratroopers must destroy two anti-aircraft guns hidden within Rommel's asparagus before the gliders arrive. German troops prepare to defend those guns.

OBJECTIVES

American: The Americans must snare explosives and destroy two anti-aircraft guns.

German: The Germans are defending the guns and must not let both guns be destroyed for 10 minutes.



TIP

The Germans should focus completely on the defense of one gun, making it as hard as possible for the Americans to break through.

**Josh's
Tip**

TIP

The Americans need to break up their formation and attack the German position from multiple sides to breach the strong German defense.

**Josh's
Tip**

IN THE TRENCHES

This map shows the path the Americans should take to grab the explosives and hit both guns.

BRIEFING

American paratroopers have been sent to destroy an anti-aircraft battery. German troops defend the two AA guns with a network of trenches.

OBJECTIVES

American: The Americans must obtain explosives and destroy two anti-aircraft guns.

German: The Germans are defending the guns and must not let both guns be destroyed for 10 minutes.

TIP

The Americans should follow the path to the far right. There is little cover but it's a direct trench into both guns.

Josh's Tip

TIP

The Germans should prepare a serious defense for the Americans, but don't be fooled by the gun bunkers; they are grenade traps.

Josh's Tip



BUNKERS

This map shows the path the Americans should take to snatch the explosives and hit both guns.

BRIEFING

The American soldiers are trying to destroy the Flak 36 guns that are firing on the incoming U.S. forces. German troops are trying to defend the guns at all costs.

OBJECTIVES

American: The Americans must grab a set of explosives and destroy two anti-aircraft guns.

German: The Germans are defending the guns and must not let both guns be destroyed for 10 minutes.



TIP

The Americans need to focus their attack for the first gun but break up into different side attacks while assaulting the second.

**Josh's
Tip**

TIP

If the Germans hurry, they can get to the bomb location almost as fast as the Americans and score some easy kills.

**Josh's
Tip**

BLOOD ON THE CAUSEWAY

This map shows the path the Americans should take to exit the map with the documents.

BRIEFING

The Americans are trying to deliver documents to the Allied way station across the causeway. The causeway is held by German forces determined to stop the delivery.

OBJECTIVES

American: The Americans must grab the documents and exit the map.

German: The Germans are designated as defenders and must prevent the Americans from exiting for 10 minutes.

TIP

The road is a death trap for the Americans; stay in the backyard where the cover is better.

**Josh's
Tip**

TIP

Watch out for Germans camping across the bridge. A couple of grenades should clean them out.

**Josh's
Tip**

CHATEAU



This map shows the path the Germans should take to exit the map with the documents. Phil's sweet spots for the Americans are indicated by the red dots.

BRIEFING

The Americans must prevent the Germans from escaping with the codebook. The Germans must retrieve the codebook and escape.

OBJECTIVES

American: The Americans are designated as defenders and must prevent the Germans from exiting for 10 minutes.

German: The Germans must grab the set of documents and exit the map.

TIP

If the Germans get the codebook, use the bridges' vantage to hold off their advance.

**Josh's
Tip**

TIP

The Germans should stay divided until they have the codebook, then they should work together to bash through the American defense.

**Josh's
Tip**

ETIENVILLE DAWN

Both teams have exit points on opposite sides of the map and are fighting for the same documents. This map shows the paths of both teams to their respective exit points (blue for German, red for American).

BRIEFING

American troops have discovered a valuable German codebook in the town of Etienneville. The Germans must prevent the Americans from taking it and attempt to recover the codebook for themselves.

OBJECTIVES

American: The Americans must grab the documents and exit the map.

German: The Germans can also grab the documents and exit the map. The Germans are also designated as defenders and can win if they hold the Americans for 10 minutes.

TIP

If the Americans use a little stealth, they can get around the Germans and be off the map before anyone knows what's happening.

Josh's Tip

TIP

If the Germans get the documents, they should hold them down in a heavily defended location.

Josh's Tip

TIP

The Germans need to high-step it to the side of the map opposite their spawn point and head off the Americans. Here they have two choices—take the codebook and defend using the V-shaped wall for cover near their spawn area, or head for the hills and run behind the hedgerows leading to the exit.

Bryan's Tip

CROSSROADS OF PÈLERIN

This map shows the path the Americans should take to grab the explosives and hit the truck.

BRIEFING

A damaged German supply truck has been spotted at the crossroads of St. Pèlerin. An American squad has been sent to destroy it, while the remaining members of the German escort fight to protect it at all costs.

OBJECTIVES

American: The Americans must grab the explosives and destroy a supply truck.

German: The Germans are defending the truck and must not let it be destroyed for 10 minutes.

TIP

The Americans have three distinct avenues of movement. In two vs. two, don't be afraid to divide and conquer.

**Josh's
Tip**

TIP

The Germans are stuck defending. Add more movement into your defensive strategy and you should be able to hold your own.

**Josh's
Tip**

TIP

Germans just need to post up defense behind the two walls on both sides of the truck.

**Bryan's
Tip**

A SHOT IN THE DARK

The explosives on this map are randomly placed at the beginning of the round at two of four places. This map shows the path to find the explosives at all their possible locations.

BRIEFING

American paratroopers are on a mission to stop German armored reinforcements at La Vire River. They must find misdropped explosives and destroy the bridge while avoiding German patrols in the area.

OBJECTIVES

American: The Americans must locate a set of explosives and destroy the bridge in the middle.

German: The Germans must hold the Americans off from destroying the bridge for 10 minutes.

TIP

As the Germans, always have someone on each side of the bridge and to never be far from where you plant the bomb. Wandering off spells doom because it takes far too long to trek back to the bomb sites in time to defuse them.

Bryan's Tip

TIP

When moving around the map, keep the M1A1 submachine gun equipped to prevent Germans from getting the sniper rifle.

John's Tip

DESTROYED TOWN



The Americans can pick up the documents on this map in order to keep them away from the Germans. This map shows the path the Germans should take to exit the map with the documents. Phil's sweet spot for the Americans to take the documents to and defend is indicated by the red dot.

BRIEFING

The Americans are hiding maps of great value. The Germans must recover the maps and take them to the extraction point.

OBJECTIVES

American: The Americans are designated as defenders and must prevent the Germans from exiting for 10 minutes.

German: The Germans must obtain a set of documents and exit the map.

TIP

The Germans should make sure the Americans stay on the move to avoid fighting against an entrenched foe.

**Josh's
Tip**

TIP

The Americans will most likely find a sweet spot in the map that is good for them. However, as the Germans, to stand a fighting chance, pick your attacks carefully and whittle down the American reinforcements.

**Bryan's
Tip**

TIP

The Americans should pick up the documents and immediately run to the northeast corner of the map. This area provides excellent cover points and is farthest from the German extraction point.

**Phil's
Tip**

THE FARM

This map shows the path the Americans should take to grab the explosives and hit both guns.

BRIEFING

American paratroopers have been sent to destroy two anti-aircraft guns. German troops are defending the two guns.

OBJECTIVES

American: The Americans must grab a set of explosives and destroy two anti-aircraft guns.

German: The Germans are defending the guns and must not let both guns be destroyed for 10 minutes.

TIP

The Germans should defend the bombs as long as possible before defending the guns. Whittle down the Americans before they actually assault the guns.

Josh's Tip

TIP

The Americans have a lot of room to move around. The direct path is not always the best path.

Josh's Tip

TIP

If you're playing as the Germans, rush to the explosives and defend them as long as possible. If the Americans get the explosives, focus on defending the gun closer to your spawn point.

Bryan's Tip

TIP

As the Americans, if you cannot penetrate the German defense of the explosives then flank far right, come from behind, and hit them where it hurts.

Bryan's Tip

THE FOREST

This map shows the path the Germans should take to exit the map with the documents.

BRIEFING

U.S. soldiers have just overtaken a German outpost. Now the Germans must break back through to deliver orders. The Allies must prevent these orders from being delivered.

OBJECTIVES

American: The Americans are designated as defenders and must prevent the Germans from exiting for 10 minutes.

German: The Germans must take a set of documents and exit the map.

TIP

The Americans have nothing to do but defend. Set up your squad and wait for the enemy to come to you.

**Josh's
Tip**

TIP

The Germans need to take their time and thin out the enemy numbers before pressing a big assault.

**Josh's
Tip**

TIP

To stop the Germans, try forcing them to drop the papers near the American bunkers. These bunkers provide good cover for your squad and allow them to defend the documents much more easily.

**Phil's
Tip**

IN THE CHANNEL

This map shows the path to find the explosives and blow up the locks.

BRIEFING

American armor has landed on the beaches. A German demolition team must bog them down by destroying the locks and flooding the fields. American forces have been sent to protect the locks.

OBJECTIVES

American: The Americans must hold the Germans off from destroying the locks for 10 minutes.

German: The Germans must locate a set of explosives and destroy the locks.

TIP

The Americans must defend near their own spawn locations to maximize their ability to succeed.

**Josh's
Tip**

TIP

As the Germans, mix up the assault strategies between all-on-one-side and both-side attacks. If you can move one defender out of place, you have succeeded.

**Josh's
Tip**

THE MILL

This map shows the path the Americans should take to snag the explosives and hit the gun.

BRIEFING

The Americans need to locate and destroy the Flak 36. German troops are trying to defend the anti-aircraft gun at all costs.

OBJECTIVES

American: The Americans must grab explosives and destroy an anti-aircraft gun.

German: The Germans are defending the gun and must not let it be destroyed for 10 minutes.

TIP

The Americans have to hurry at first or they will be quickly overrun by German forces already at defensible cover.

**Josh's
Tip**

TIP

If the Germans attempt to hold the bombs and fail, they may fall very far behind the Americans in the race to get to the gun.

**Josh's
Tip**

TIP

As the Germans, rush to the Americans' spawn point and hold the line behind the walls to keep the Americans from getting close to the explosives.

**Bryan's
Tip**

BEFORE THE STORM

This map shows the path the Americans should take to exit the map with the documents.

BRIEFING

American soldiers are trying to deliver documents to the far side of an abandoned town. There are no known German patrols in the area, and the town seems quiet and deserted....

OBJECTIVES

American: The Americans must grab the documents and exit the map.

German: The Germans are designated as defenders and must prevent the Americans from exiting for 10 minutes.

TIP

Germans should use elevated terrain in their spawn location to avoid losing the sniper rifle to an enemy soldier.

**Josh's
Tip**

TIP

Americans need to play both sides of the map while avoiding straight paths to keep from getting mowed down completely.

**Josh's
Tip**

TRAIN YARD

This map shows the path the Americans should take to get the explosives and hit both guns.

BRIEFING

The Americans must grab explosives from the warehouse and destroy the two Flak 36 guns. The Germans must protect the two guns in the train yard.

OBJECTIVES

American: The Americans must obtain explosives and destroy two anti-aircraft guns.

German: The Germans are defending the guns and must not let both guns be destroyed for 10 minutes.



TIP

The Americans need to move fast and avoid unnecessary battles in order to finish the objective quickly.

**Josh's
Tip**

TIP

The Germans must pick their battleground and fight to the bitter end. If you lose the battle, you may not have time to get to another defensive location.

**Josh's
Tip**

QUIET BLUFF

The Germans can pick up the documents on this map to keep them away from the Americans. This map shows the path the Americans should take to exit the map with the documents.

BRIEFING

The Germans are hiding a codebook of great value somewhere in the foggy town of Isigny. American forces must recover the codebook and take it quickly to the extraction point.

OBJECTIVES

American: The Americans must grab the documents and exit the map.

German: The Germans are designated as defenders and must prevent the Americans from exiting for 10 minutes.

TIP

As the Germans, just grab the docs, head to the corner near your spawn point, and be ready to defend.

**Bryan's
Tip**